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No. 13

THE GUIDE TO COMICS

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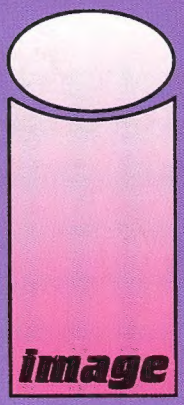

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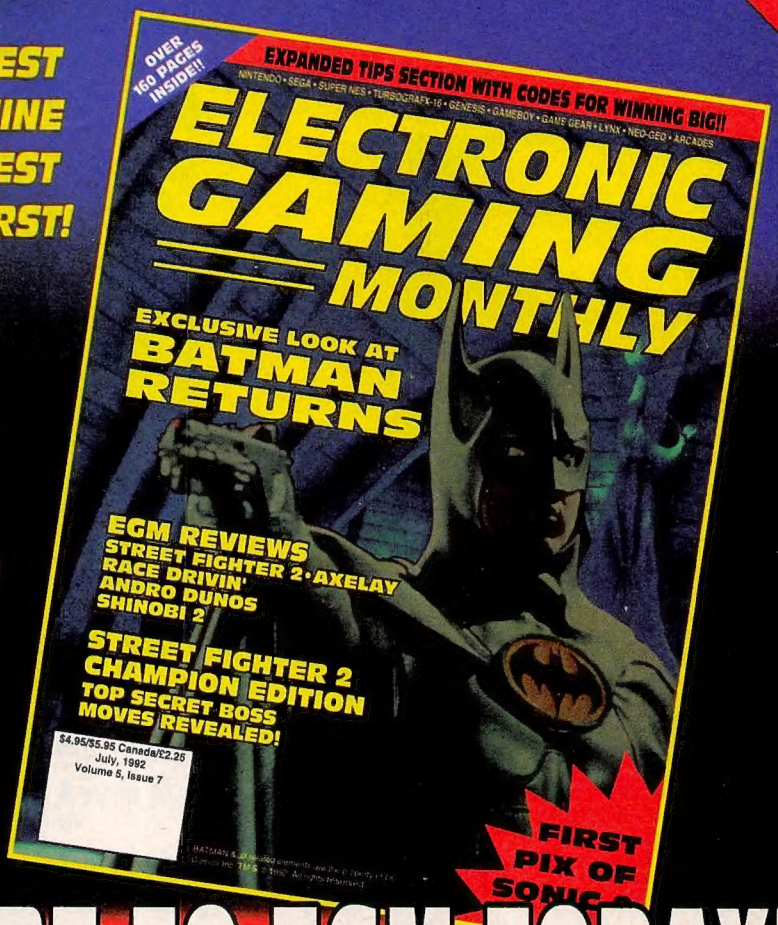

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WIZARD

Volume 1
Number 13
September 1992

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COVER FLASH

He's not some loser from the 70s anymore--Ghost Rider's burning the charts with *Spirits of Vengeance*. Check out page 20 for the latest info.

LOBO and SUPERMAN ™ & © 1992 DC Comics

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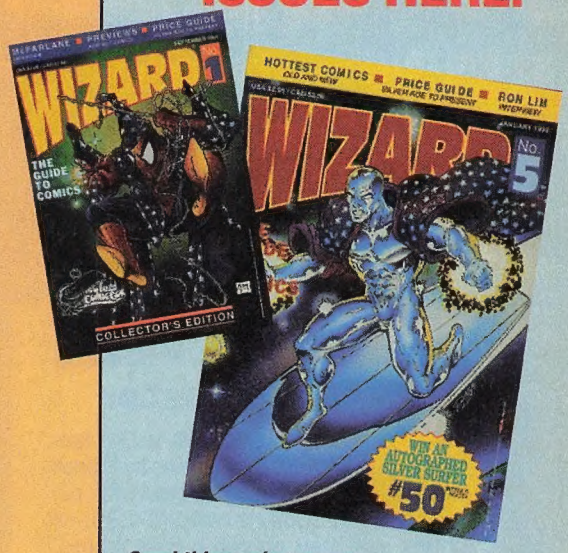

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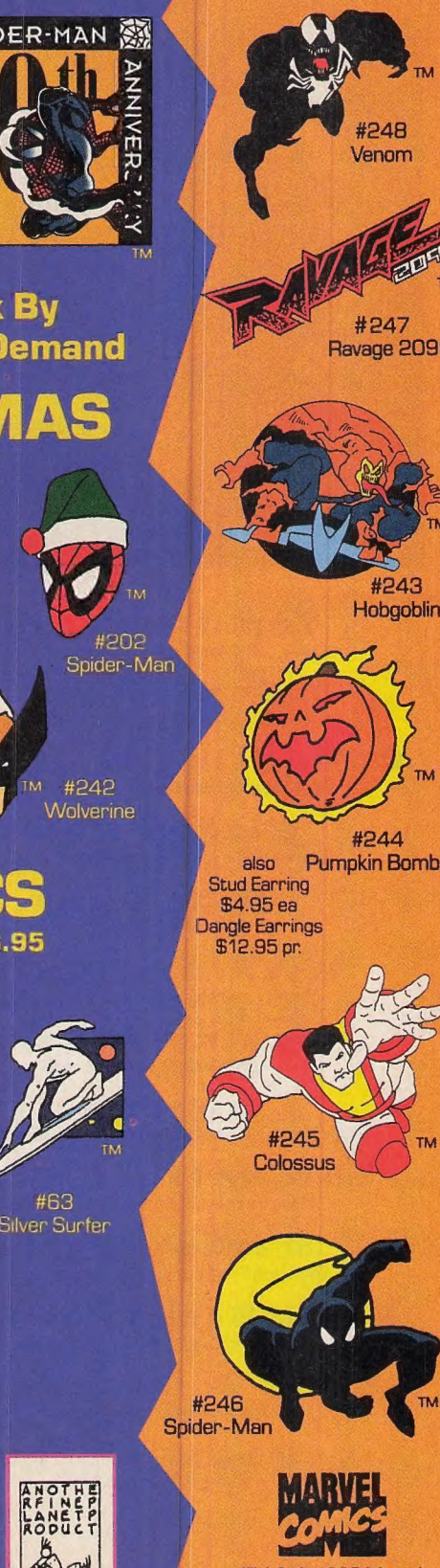
These outrageous Mighty Marvel Collectibles are shipping October 1992 from Planet Studios.



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A Letter From Our Publisher

Gareb makes a new friend.

It's now our first book in our second year. For all of you who own a copy of *Wizard* #1, I'd like you to take it and compare it to our newest issue. I know it's tough. It's been about 8 months since the last time I did this. I'm sure you've noticed our transformation. I just want to let you know how devoted we are to not just sitting back and coasting; we will always be striving to improve our performance in all aspects of Wizard--editorially and graphically. We are constantly pushing the edge of technology within the publishing world.

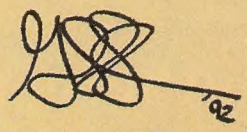
This month especially, I hope it is evident how much we are striving to please our readers and gain many new ones.

This has been a big convention summer for us, and I want to say how much I've enjoyed meeting every one of you. I would especially like to thank Diamond Comic Distributors for choosing us (based on their retailers) for the New Publisher of the Year award (1991). This means a lot to us; it gives us the will to continue just knowing how much you're all there pulling for us.

We have a ton of new promotions and giveaways coming up that will really whet your apetite, including the opportunity to win a trip for two, expenses paid, to sunny San Diego for a day at Homage Studio with Jim Lee, Marc Silvestri and Whilce Portacio.

Be sure to check out our Special Edition this month. I promise it will blow you away.

Later,



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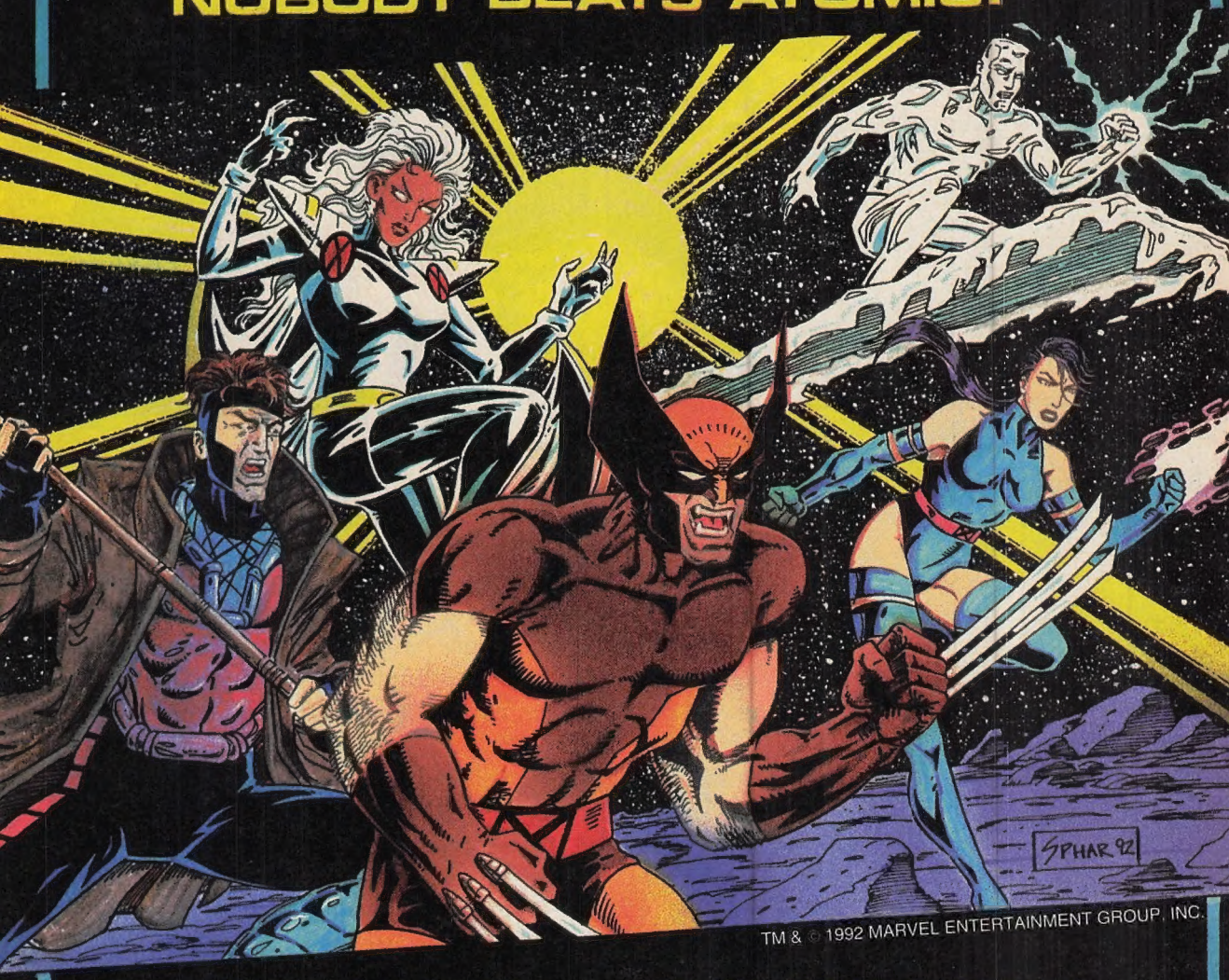

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A Letter From Our Editor

The Envelopes, Please...

You may recall that last month, I listed the nominees for first Thunderbolt Comics Awards, voted by the participants in the comics section of the Science Fiction Roundtable on the GEnie computer network.

This month, the winners. I'll list the top two in each category.

BEST WRITER: 1. Neil Gaiman (*Sandman, Books of Magic*—DC); 2. Peter David (*The Incredible Hulk, X-Factor*—Marvel; *The Little Mermaid*—Disney)

BEST PENCILER: 1. Brian Bolland (covers, *Animal Man*—DC); 2. Alan Davis (*Excalibur*—Marvel)

BEST INKER: 1. Brian Bolland; 2. (tie) Mark Farmer (*Excalibur*—Marvel), Dennis Janke (*Superman*—DC)

BEST COLORIST: 1. Steve Oliff (*Legends of the Dark Knight*—DC); 2. Julia Lacquement (*Green Arrow*—DC)

BEST LETTERER: 1. Todd Klein (*Legends of the Dark Knight*); 2. Tom Orzechowski (*X-Men*—Marvel)

BEST CONTINUING SERIES: 1. *Sandman*; 2. *Excalibur*

BEST LIMITED SERIES: 1. *Books of Magic*; 2. *Concrete: Fragile Creature*—Dark Horse

BEST NEW SERIES: 1. "Sin City" (in *Dark Horse Presents*); 2. (tie) *Black Hood*—Impact, *Deathstroke, the Terminator*—DC

MOST IMPROVED SERIES: 1. *X-Factor*; 2. *Excalibur*

BEST GRAPHIC NOVEL: 1. *Batman: Holy Terror*—DC; 2. *Epicurus The Sage*—Piranha

BEST CHARACTER: 1. Death (from Sandman); 2. Superman—DC

BEST TEAM OF CHARACTERS: 1. Suicide Squad (from DC's title of that name); 2. Justice League America (likewise)

BEST REPRINT VOLUME/COLLECTION: 1. *Maus II* (by Art Spiegelman, Pantheon Books, originally published in *Raw*); 2. *Sandman: Preludes & Nocturnes*

BEST ISSUE: 1. *Sandman* #31 ("Three Septembers and a January"); 2. *Action Comics* Annual #3—DC ("Armageddon: 2001"—Superman becomes President)

BEST ARC/PLOTLINE: 1. "Season of Mists" (*Sandman* #22-28); 2. "Dangerous Habits" (*Hellblazer* #41-46—DC)

Congratulations to all the winners.

As I noted last time, if you're unfamiliar with any or all of these creators or projects, I recommend you track them down. Sure, they may not be "hot"...you may not be able to brag that you own a comic book whose worth (on paper, anyway) has increased eight- or tenfold since you bought it...but you just may find something you'll enjoy reading more than you will simply sticking a comic in a mylar bag and waiting for it to appreciate.

-Patrick Daniel O'Neill

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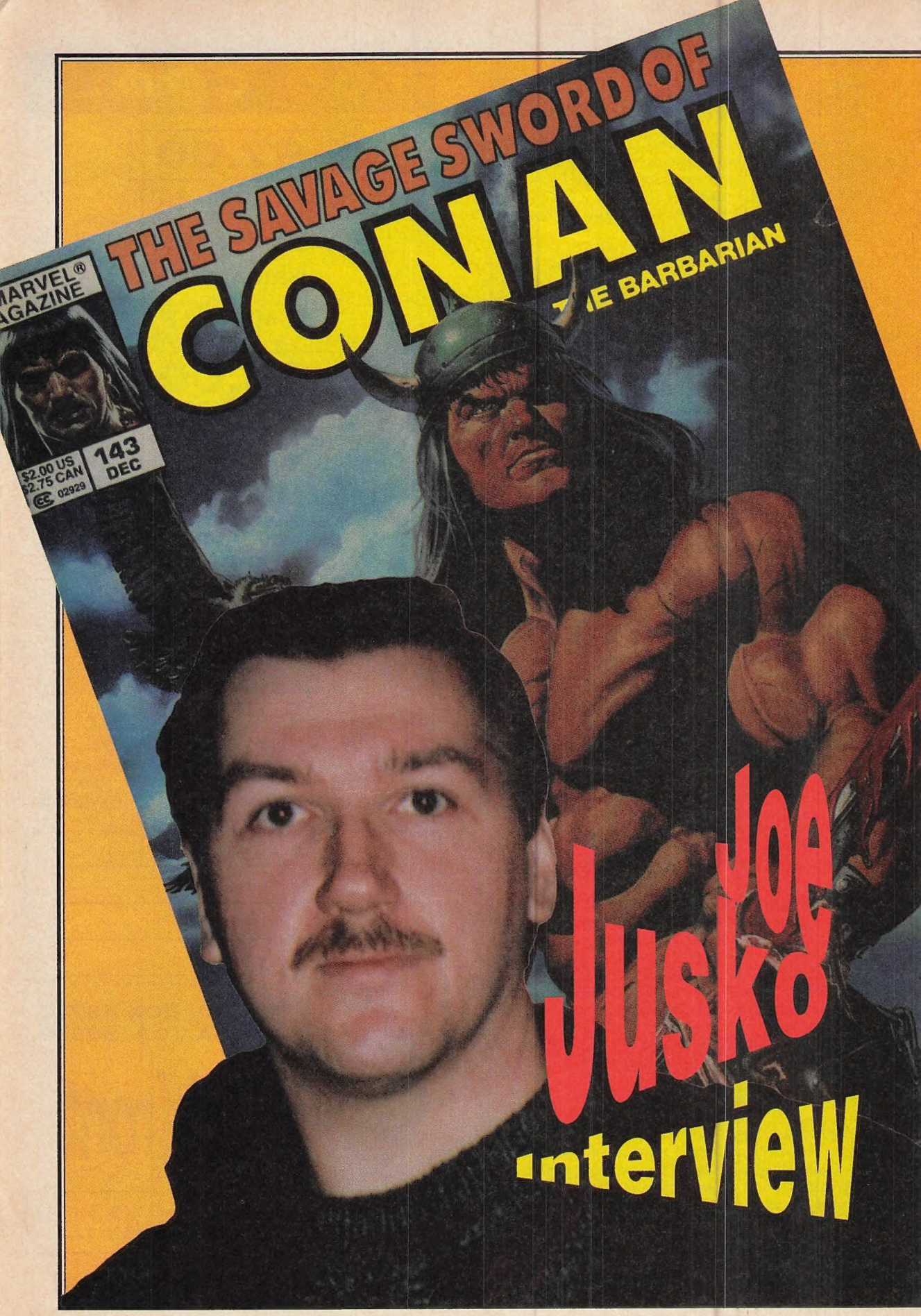
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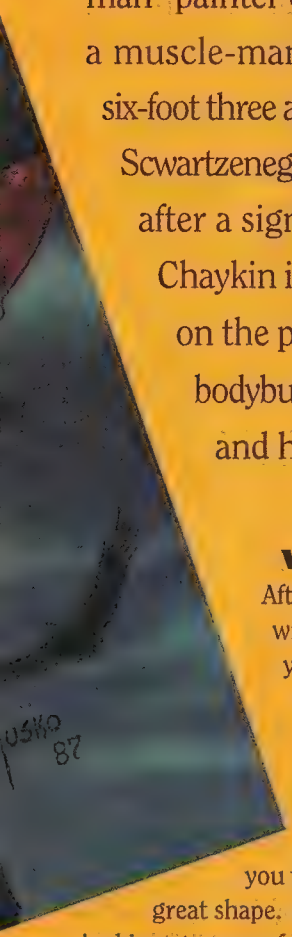
Joe
Jusko
interview

In early June I interviewed perhaps one of the greatest painters the comics medium has ever known. My first memories of this brilliant artist stem from the covers of *Rampaging Hulk* magazine when I was no more than nine years old. Years later, I was able to meet the "muscle-man" painter only to find that he is a muscle-man himself. Standing six-foot three and sporting the Arnold Scwartzenegger build, artist Joe Jusko shook my hand after a significantly shorter and smaller Howard Chaykin introduced us. After speaking with him on the phone recently, I realized the influence bodybuilding has had upon this man, his career, and his art is to say the least—*Great*.



Bearing an uncanny resemblance to the powerhouses he paints, Joe Jusko wields a paintbrush like Conan wields a sword.

Wizard: After meeting with you a few years ago at a New York convention. I was amazed to see that you were in such great shape. But after looking at many of your paintings and the way your subjects are depicted, it seems only fitting that weightlifting would be a major factor in your life.

Jusko: Yeah. I was heavy into weightlifting. I was a great asset in learning anatomy. I needed to know how muscles work. Working out was the best way to help me learn how to paint the human form.

Wizard: How did you first get into comics as a profession?

by Robert V. Conte

Jusko: Back in '78, I was working at a comic store in downtown Manhattan. There I met Howard Chaykin, and became his apprentice and assistant for about six months.

Wizard: Did you have any formal education prior to that?

Jusko: I went to Art and Design High School in New York. I graduated in '77.

Wizard: What was your first published piece?

Jusko: My second painting became the cover of *Heavy Metal #15,* June 1978. It depicted a fiery red-haired female warrior who was holding a sabretoothed tiger's head and a raised sword that was struck by lightning.

Wizard: Was your first painting ever published?

Jusko: No. But it won a DC Comics certificate for excellence in cartooning while I was in school. Pretty ironic since I worked for Marvel.

Wizard: Speaking of Marvel. What was your first work for them?

Jusko: I did a Star-Lord cover where he's flying into a Wally Wood-type spaceship. I think it was for *Marvel Preview.*

Wizard: Do you know the issue number? I'd like to reprint the cover for this article.

Jusko: That was an awful piece. If you print that cover, I'll kill you.

Wizard: Point taken. Are there any early covers I could print?

Jusko: I did some *Rampaging Hulk* covers. Out of those, I still like the one where he's on three-mile island.

Extremely close up, Jusko's interpretation of Marvel's superstar practically brings the hero to life.

Wizard: Great (whew!) After that, I guess that Conan stuff came along.

Jusko: Yeah. I orginally did a cover that was meant for a John Bolton King Kull story in *Bizarre Adventures* magazine. Soon after, I was informed that John wanted to do the covers for his stories. So for a while this cover was just laying around. Eventually, then *Savage Sword* editor, Louise Jones saw it. Some changes were made and it became my first of many *Conan* covers.

Wizard: You did more covers for that magazine than any other artist.

Why did you decide to leave?

Jusko: After doing more than thirty covers, I was becoming "Conaned out". The need for change and the fear of being sterotyped as "just a Conan artist" were my main reasons for dropping the series. It's incredible how some creators can stay on titles for years and years and not blink an eye. I did a few more covers here and there. But then I started doing...

Wizard: The Marvel Press Posters. Exquisite work. I particularly like the Spider-Man poster. Beautiful piece.

Jusko: It was a lot of fun. I was experimenting with making Peter Parker look like a real person, and was very happy to be able to interpret my own version of him. It was a great challenge.

Wizard: Have you done any art outside the comics medium?

Jusko: I've done alot of WWF advertisement material, including the painted Royal Rumble and Wrestlemania 7 posters. I even did the packaging for a WWF Hockey game.

Wizard: Did you collect comics as a kid? Who were your influences?

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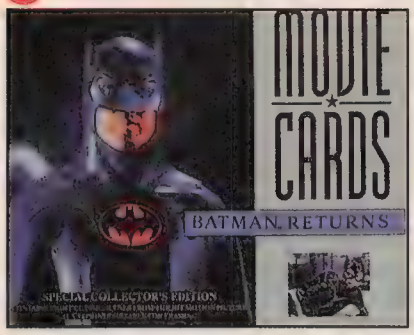

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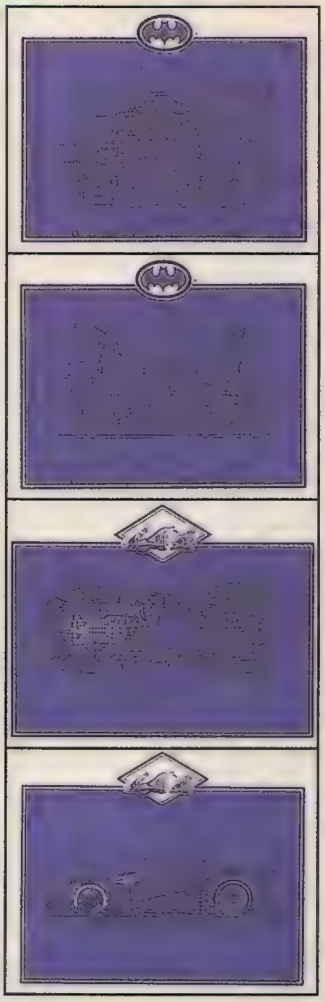

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Jusko: I remember when I was a little boy on the playgroufnd at school, a kid had *Avengers* #57. After looking at John Buscema's pencils, I was hooked. Other artists like Gil Kane, Neal Adams and John Romita's had styles that were incredible. As far as the collecting part goes, I had one of the largest complete runs of all the Marvel titles going. But when I decided to go professional, I sold most of it. I'm kicking myself now, especially since a lot of those comics are worth big bucks.

Wizard: Do you use live models or photo reference when you paint?

Jusko: I draw and compose everything myself. I found doing that kind of stuff results in a stiff and boring painting. I will occasionally use a shot from my morgue of photographs for shadowing reference if I have to.

Wizard: Have you ever completely illustrated a comic book?

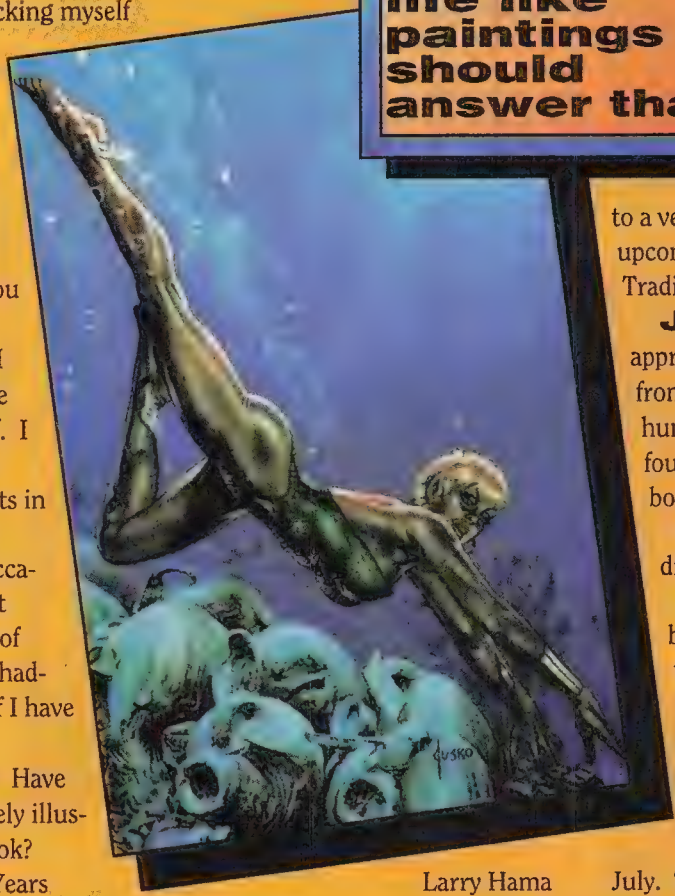
Jusko: Years ago. Archie Goodwin and I worked on a story originally for Epic Illustrated entitled, "Hellrider-The Last Tour of T.J. Hackett".

I completely painted the first five or so pages, but never had the time to finish it. Later I decided to expand on the story and make it a graphic novel, so I completed the pencils. It's going to take awhile, but I intend to finish it.

Wizard: You've recently finished writing a series called *Cops: The Job*. Tell us a little about it.

Jusko: I was a cop in the South Bronx in the early eighties. So I had a lot of experience to refer to.

How would your favorite super hero look in the flesh? Joe Jusko's life like paintings should answer that.



Larry Hama called me one day and we discussed the idea of co-writting it. In comics, there are so many misinterpretations about the way policework is depicted. So we decided to do it in the same vein like *The 'Nam*, gritty realism. Things have to be condensed and more melodrama has to be added to make a successful comic, but it's based on situations I've experienced and people I've known.

Wizard: It must have been difficult doing comic book and police work at the same time.

Jusko: Yeah. Ever since I was a kid I wanted to do both. I would've regretted it if I didn't. Having both careers helped me decide which one was more important.

Wizard: The fans, and us want to thank you for going into the artistic direction. Which leads us to a very important subject: The upcoming Marvel Masterpiece Trading Cards.

Jusko: I was approached by Bob Budiansky from Marvel to fully paint one hundred and five cards for the fourth set in the Marvel Skybox series.

Wizard: One hundred and five!?

Jusko: Yeah. I've been working about eighteen hours a day, seven days a week. My schedule has me doing about ten cards a week. I've got over sixty cards done, and should have them completed by July. The cards will be shipping in October, and will be the best work ever done. This is the first time in years I've really been into a project.

Wizard: What will you be doing after that?

Jusko: Taking a month off to sleep!

Wizard: (Laughter) I couldn't have said it better. Thanks Joe.

Next Month...

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THE GUIDE TO COMICS WIZARD

WIZARD #13

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The Wizardry of Nelson

Interview by Robert Samsel

WIZARD: Were you influenced by comics as a kid?
NELSON: Oh yeah! I think anyone who works in comics today was overtaken with them as a kid; I know I loved them. I bought them off the standard, swivelly magazine racks, just like anyone else did.

WIZARD: What titles did you buy as a kid?
NELSON: At first I bought *Spider-Man*, only *Spider-Man*. Then I picked up one of those three-packs of comics in a supermarket. There was a *Spider-Man*, a *Marvel Team-Up*, and a *Hulk* in it. I started to branch my buying out from there — those old comics were really something.

WIZARD: You went to art school for your formal training. Tell us about it.
NELSON: Well, right after high school I started in S.V.A. (School of Visual Arts) in Manhattan. I majored in illustration. I originally wanted to double-major, incorporating cartooning, but the school didn't offer that. So I took enough classes in both majors to actually qualify for each major.

WIZARD: You had Gene Colan as a professor?
NELSON: Yeah, he was great! I used to take his class twice a day from 9 to 3 in the afternoon (in 2-3 hour intervals). I had him for six hours a day for three years. He was terrific when it came to teaching and giving advice.

WIZARD: Whose work inspires and influences you?
NELSON: Well, I really feel that Marvel's heyday

GHOST RIDER ™ & © 1992 Marvel Entertainment Group.

was in the '70s and that DC was in the late '60s and early '70s, so that's where most of my inspiration comes from.

WIZARD: Which individual artists were your inspiration?

NELSON: Of course John Byrne's work is a major influence of mine; his older stuff is different than the new stuff. But I think both are great. Neal Adams, John Buscema, Gene Colan, Carmine Infantino — I'm more influenced by by the '60s and '70s era artists. Neal Adams' stuff is really cool and unique, and really realistic. Also John Romita, with Spidey being my favorite character. I loved his work, of course.

WIZARD: Any artists today whose stuff you're into?

NELSON: Simon Bisley. His work, no matter how out of control the action gets, always looks great and perfect. the *Batman/Judge Dread* book (*Judgement on Gotham*) was absolutely beautiful! It's got a prominent spot on my bookshelf, that's for sure. Out of all the Image guys, I suppose Dale Keown is my favorite. His work has a great realistic sense to it, it's not cartoony like a lot of other guys' work is.

WIZARD: There's a great story behind your first published piece (*Ghost Rider* #18 cover).

NELSON: Through Gene Colan I had gotten an interview with Terry Cavanaugh, who showed me around to a few different editors. The I was showing my work to Don Daley (*Punisher* editor) and he really liked a Robocop piece I did. So he asked me to bring him some color copies of it. I figured I had a great excuse to go back to the offices again, figuring I would try to use the visit to my advantage. In the following two days I banged out the cover to *Ghost Rider* #18. So I went back to Don Daley with the color copies, and he showed him the painting. He showed it to (*Ghost Rider* editor) Bobbie Chase and she bought the piece on the spot.

WIZARD: What other Nelson pieces have we seen or are we about to see?

NELSON: You've probably seen the cover to the book - shelf format *Punisher G-Force* that I did, that was released in February. I also did all three covers for Dark Horse's *Robocop 3* miniseries. That was originally supposed to be released in February, I think. I guess they're waiting until the movie comes out to release the comics. I've also done the cover to the *Wizard* you now hold in your hands, of course. I also did a cover for an independent comic that's coming out; the comic is called *Motorbike Puppies*. As far as pencil and ink jobs go, I did a six-page story for Marvel. It was for a custom

SUPER SKRULL ™ & © 1992 Marvel Entertainment Group.

comic Marvel produced for Charleston Chew. It was a Silver Surfer story — Sam Kieth did six pages as well. I was offered a story for *Marvel Comics Presents* but unfortunately I had to turn it down due to time constraints. I've also done some stuff with Carmine Infantino, for DC's Special Products Division. I've only been out of school (S.V.A.) for a year, so I'm keeping pretty busy.

WIZARD: Any chance you might work on a monthly book, if given the opportunity?

NELSON: I'd love to work on a monthly comic, but I want to continue my painting [for covers] as well. If I could get on a book where the schedule only called for one page of pencils a day, that would be great. At one page of pencils a day, I could still squeeze in some painting here and there. I'd like to do a page of quality work a day, instead of squeezing in two or three pages of crap that I wouldn't be happy with or proud of.

WIZARD: Any characters in particular you'd like to work on?

NELSON: Basically I like all the major characters. If it was for DC, I'd like to work on Batman, Superman, and Flash, the big guys. Lobo too, if Bisley wasn't already taking such good care or him.

With Marvel, it would be any of their main characters from the 70's. Spidey, Hulk, The Avengers, all of those characters are great and very Valio.

WIZARD: Where do you see yourself 3-4 years from now?

NELSON: I'd like to be handling my own book, from the painted covers to the pencils for the interiors, something hopefully both kids and adults would really get into.

WIZARD: Any thoughts you'd like to impart before we wrap up?

NELSON: There was a time in the early '70s when comics suffered a sales slump. I get concerned that all the flash and pizzazz contained in today's comics will drive kids away from comics. Hopefully it will expose the medium to more people. In the long run, good stories and artwork will be the sales vehicle like it used to be. I'd hate to see comics die because of overexposure, because I love everything about comics; I have since I was a little kid. I want to be in this business a long time, to be able to give some magic to the kids and to the readers, so they'll have the same enjoyment I did as a kid.

WIZARD: Anyone out there you'd like to thank?

NELSON: Definitely! I'd like to thank Gene Colan and Carmine Infantino for helping me get and giving me work. I'd also like to thank Digger Mensch for posing — jacket, boots, and all — for this *Wizard* cover. And of course, I'd like to thank my Mom.

WIZARD: Well, I hope you get everything out of this business that you want; it seems you have a lot to offer.

NELSON: Thanks, thanks a lot.

WIZARD: You're welcome.

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SPIRITS OF VENGEANCE™

"The two characters are linked so closely that it seemed natural to put them together."

By Patrick Daniel O'Neill

"Vengeance," Cry the Spirits! And writer Howard Mackie helps them do the shouting, in Marvel's new *Ghost Rider* spin-off.

"I first thought of the new book as a showcase for John Blaze—which is really what it is," says writer Howard Mackie of Marvel's new *Ghost Rider* spin-off title, *Spirits of Vengeance*.

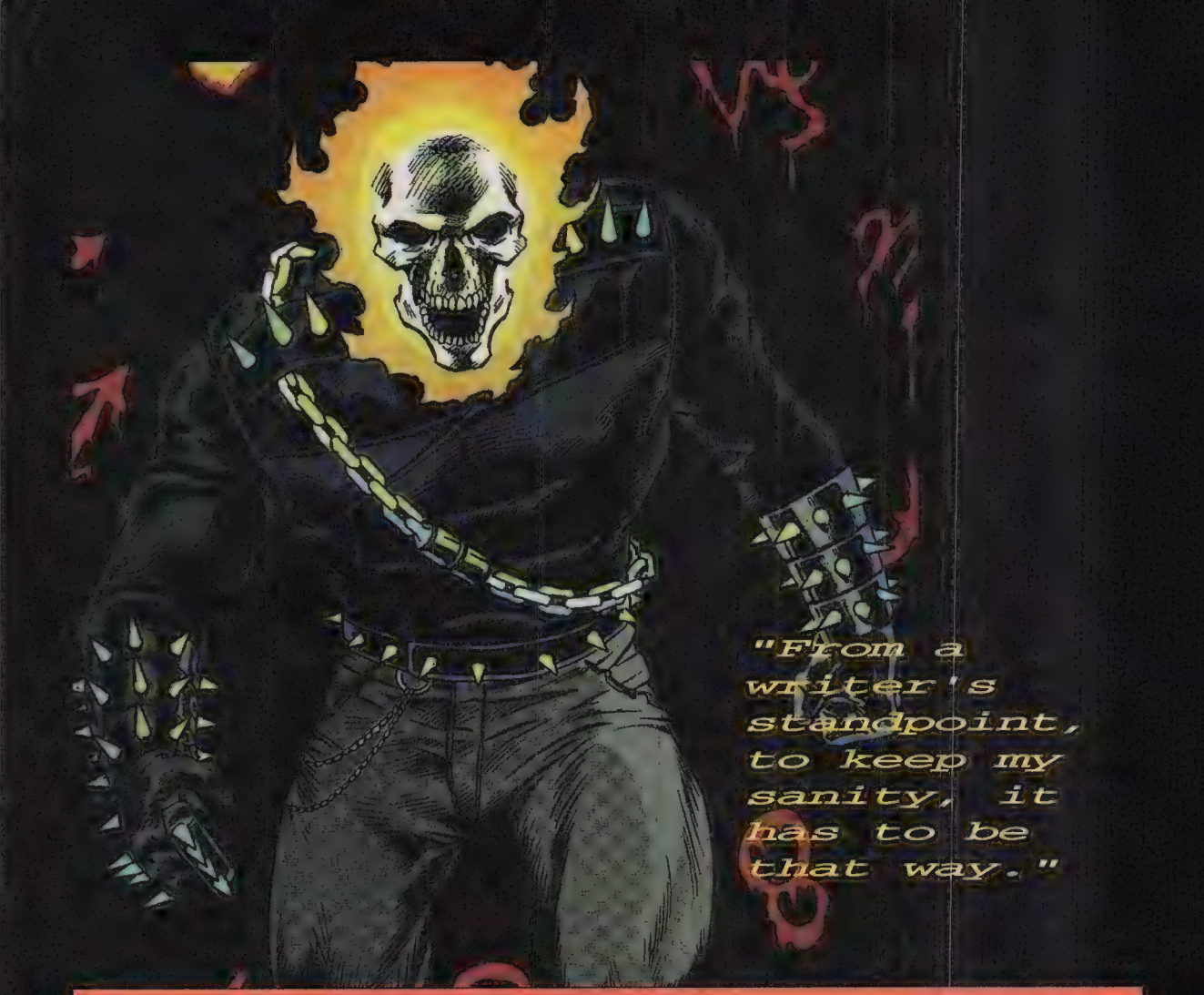
"The two characters are linked so closely that—and there are obvious sales reasons for having Ghost Rider appear in the book—it seemed natural to put them together. Once I accepted that, it seemed to me a vehicle to take Ghost Rider out of the Brooklyn cemetery scene I had been using for the most part."

Although *Ghost Rider* and *Spirits of Vengeance* will have a "linked" continuity, according to Mackie, he wants to avoid the kind of intense continuity connections used, for example, on DC's four Superman titles. "I don't want the two books to turn into a bi-weekly, I don't want to start a story in one book and finish it in the other," he argues. "The books will take two different storylines, two different directions, that will come together occasionally, when we do crossovers. The continuities will be somewhat linked, but the stories will take different directions. From a writer's standpoint, to keep my sanity, it has to be that way. I don't think I'd do the books if they each couldn't have a distinctive

GHOST RIDER, JOHN BLAZE and SPIRITS OF VENGEANCE ™ & © 1992 Marvel Entertainment Group

direction. There's only so much *Ghost Rider* stuff I can do, which is why I dropped the *Marvel Comics Presents* feature. I don't want to shoot all my storylines in a year or two; I've seen that happen to some writers."

In his *Ghost Rider* appearances, Blaze has been established as the owner of the Quentin Carnival, having built it up to the point where it's a small circus, really. He's happily married to Roxanne, his old flame (no pun intended), he has two children, his life is going great. After his appearances in *Ghost Rider*, he attempts to separate himself from the supernatural. "But he learns that that is pretty much impossible for him," Mackie explains. "There's something about Blaze that attracts things of a supernatural nature—both good and bad. Hence, many members of the carnival troupe have some sort of supernatural link, something he learns from a character named Clara Menninger, who is a psychic."



"From a writer's standpoint, to keep my sanity, it has to be that way."

The first storyline in *Spirits of Vengeance*, which is tied to the Rise of the Midnight Sons plot running in several Marvel titles this summer, brings Blaze to the realization that, just by being around his family, he puts them in danger. He chooses to separate himself from them, initially by leaving the carnival. "The carnies don't want him to do that—they all feel a great loyalty to Blaze, they want to stick it out with him," Mackie goes on. "Instead, Blaze sends Roxanne and the two children away. As a father, the worst thing I can imagine is being separated from my wife and kids; that's what's happened to Blaze. Because of something within himself—over which he has no control—the only way he can protect his family is to remove them from him."

Blaze's "attraction" for the supernatural will bring him and Ghost Rider into contact with a number of supernatural beings, a prospect that does not please Blaze. "He's not a demonkiller (I don't like the sound of that), but he has a shotgun that shoots hellfire, and he has no problem using it against inhuman beings," Mackie notes.

Since developing and beginning scripting on *Ghost Rider*, Mackie has left his editorial position at Marvel for the life of a freelancer. It's a choice he seems to revel in. "I'm a lot more relaxed than I was a year or so ago, even though I have a lot more writing assignments now. It's a much better life. I have nothing against working as an editor, but it's a real high pressure job. This way, I can spend more time with my family and focus on the writing. It's a lot of fun; I get to do what I've always wanted to do."

Unlike several other high-profile titles of recent vintage, *Ghost Rider* seems to be primarily the writer's vehicle, not the artist's. In fact, given the several artistic shifts in the book's short his-

tory, it could be said that Mackie is the driving force on the title. What are his thoughts on the ongoing discussion of the relative contribution of art and story to comics?

"I disagree with almost everybody who has said anything about the whole writer vs. artist thing," he laughs. "I feel everybody is digging trenches and drawing battle lines: 'The writer is more important; 'no the artist is more important.' I think they're all missing the fact that it is a collaboration.

"To say that I'm the driving force behind *Ghost Rider* is very complimentary, but I don't know that I agree. I think the driving force behind *Ghost Rider* is the character—it's a very popular character," he continues. "we've survived several artistic changes on the book, although I've been fortunate enough to stay on the book. And every artist I've worked with has been very good. I've just been working with, in my opinion, two of the best artists in the industry on *Ghost Rider;* I just did a run with Andy Kubert and on *Spirits of Vengeance*, I'm working with Adam Kubert. For my money, you can't find a better pair of artists. I'm working with Lee Weeks on a *Ghost Rider* special scheduled for Halloween, I've worked with John Romita, Jr., and Bret Blevins will be doing *Ghost Rider*.

"These guys are all very level-headed. I've not run into this problem with any of the artists I've been working with. That's the important phrase: I work with artists. I don't feel, as some writers do, that my words are law; they're not written in stone. I do a lot of talking with the artists that I work with and it is a collaboration. For a book to work, it has to be a collaboration of the writer, the artist and the character."

But how does that collaboration work? To Mackie, where does the inspiration spring from? "When I read some of the stuff that's been in print—from writers and artists—I'm surprised. It's a visual medium—I'm not going to say the artist isn't important. For myself as a writer, if the art isn't there, it's hard to come up with a good plot or script. Working with a good artist whose style I know, I can visualize what I think they will draw. That lets the story play itself out in my head in their style.

"There have been a lot of strong opinions thrown around about all this...and I don't think it's that cut-and-dried," he sums up. "If it comes to a point where the artist wants control or the writer, it's time for the team to go their separate ways."

"I don't feel, as some writers do, that my words are law; they're not written in stone."

TELEVISION'S

Welcome to a newly expanded Hollywood Heroes column! From here on, each and every column will not only feature special previews of upcoming shows or films like Batman Returns, X-Men, or Human Target, but they'll also feature a comprehensive news column!

Each month, we'll keep you up-to-date on the hottest TV and film news, as it relates to the world of comics, science fiction, horror, and animation! You'll find out lots of news here before it's printed anywhere else, plus you'll continue to get in-depth coverage of major subjects.

For this first expanded *Hollywood Heroes* feature, I'm going to give you a *comprehensive* run-down on all the television and movie news you want to know. Not only that, but you get an expanded special feature on *The Human Target* and *Bob*! So, what's coming our way? Glad you asked.

ABC: Saturday mornings this September, look for *C.O.W. Boys of Moo Mesa*, a 13-episode series produced by Surge Licensing and King World. It's expected that this may be the next *Teenage Mutant Ninja Turtles*, especially with Surge Licensing's involvement. Also look for 13 episodes of a new *Addams Family* cartoon for airing Fall 1992 (with voices of John Astin as Gomez, Rip Taylor as Uncle Fester, and Carol Channing as Morticia) from Hanna-Barbera (who produced an earlier version for NBC from 1973-75). Finally, check out Disney's *Goof Troop* series, starring Goofy.

Returning shows include *New Adventures of Winnie the Pooh, Land of the Lost, Darkwing Duck, Bugs Bunny & Tweety Show*, and *A Pup Named Scooby Doo*.

Disney is developing an animated *Beauty and the Beast* series for 1993.

ABC will air a new prime-time animated *Flintstones* movie sometime in the 1992-93 season! It will also air *The Rocketeer* in 1993. On the live-action front, *The Young Indiana Jones Chronicles* has been picked up for next season. ABC has ordered a new two-hour film, plus 13 more one-hour episodes. Ten unaired episodes of this year's run may serve as mid-season material, at a new 8 pm Monday time slot.

Dinosaurs has been renewed for another season.

Stephen King has signed on to write and executive produce *The Stand*, based on his best-selling expanded magnum opus, for ABC. The eight-hour mini-series will air in Spring 1993. Also look for *The Tommyknockers*, a mini-series scripted by long-time King-man Larry Cohen. *The Human Target* is finally scheduled to begin on July 25, and ABC gave it the worst time slot available. Airing Saturday nights at 10 pm, the show stars Rick Springfield as DC Comics' super-spy Christopher Chance. Though it's led in by David Lynch's new show,

GREATEST

it's up against the first three weeks of the Olympics. See our sidebar piece, and our San Diego Con Special, for a closer look at *The Human Target*!

Covington Cross made ABC's Fall schedule. The action-adventure show about a knight in medieval England and his family will air Saturdays, from 8-9 pm.

In development from Viacom are six scripts for *Deadly Games*, an SF live-action series in which video-game monsters escape their electronic confines and interface with the real world. Sounds stupid to me.

Also in development at ABC is George R.R. Martin's SF series, *Doors*. Co-written by Jim Crocker and produced by Columbia, the series will tell about the adventures of a beautiful female warrior who can go to parallel universes. Earth Two anyone?

And a final show in development has ABC showing they aren't copying NBC's awful *Mann & Machine*. This potential series about a female cyborg who just happens to be a federal agent doesn't have a pun in the title. She's just *Running Delilah*.

CBS: *Fish Police*, the odd amalgamation of Steve Moncuse's comic series (soon appearing again from Marvel) was filleted in the ratings, and has gone belly-up. CBS won't even be airing the final three episodes.. That's kind of a shame, as the series was fun and well animated. The series may show up on The Cartoon Channel later this Fall, or on video.

Just for you, dear readers, here are the plots of the three unaired episodes of *Fish Police*. In "No Way To Treat A Fillet-dy," Gil is suspected of swiping the money from a charity ball to which he invited both Pearl and Angel, while in "The Codfather," Calamari is framed for murdering the Codfather, and Gil must prove his enemy's innocence. Finally, "The Two Gils" finds a Gil impersonator causing havoc in Gil's life.

You've been hearing about *Family Dog*, the Tim Burton-Steven Spielberg animated project for years, waiting for it to arrive. Ten episodes were delivered by overseas animators and deemed unusable. The boring animation by Taiwanese firms caused one CBS executive to tell *Variety* that "We shouldn't have sent this assignment to people who view the dog as cuisine and not as a pet." The episodes are now being re-worked by the Canadian Nelvana animation studio. Unfortunately, CBS has dropped the show. The loss of revenue on the 13 episodes which were to have been aired last Spring adds up to $10 million for CBS and Amblin! *The Family Dog* is now looking for a new house.

Four new Saturday morning shows will premiere on CBS this September, and comic fans will recognize several of them. *Fievel's American Tails* continues the adventures of the Mousekewitz family in the Wild West town of Green River. *Disney's The Little Mermaid* is a prequel to the popular film, featuring Ariel and her two friends, Sebastian the crab and Flounder the fish. *Disney's Raw Toonage* will have comedy shorts with Sebastian the crab and Goofy, a segment called "Totally Tasteless Videos," as well as the adventures of new toy

Will Plas ever make it to the big screen?

characters Marsupilami and Bonkers, a bumbling wildcat. Finally, Howie Mandel brings a trio of brine shrimp to gigantic life in *The Amazing Live Sea Monkeys*. Mandel came up with this idea after seeing too many Sea Monkey ads in '60s and '70s DC comic books.

In development for the future is *American Gladiators*, an animated series for CBS by Samuel Goldwyn Co. This is based on the popular syndicated action/ contest TV series, which may also spawn a feature film.

The Fabulous Funnies: The First Hundred Years will be a one-hour documentary on the history of comic strips for CBS in the 92-93 season. It will be produced by Lee Mendelsohn Productions, which is also working with Bill Melendez and Charles Schultz on another *Charlie Brown Special* to air this Spring. The writer for this special is Mark Evanier. Any rumors you've heard about a *Flash* reunion movie are *totally untrue*, according to producers Pet Fly. Look for the pilot film on video soon.

Pet Fly had shot a demo-reel presentation pilot for *Fast Forward*, with a cop being cryogenically frozen and thawed in a future world inhabited by humans and aliens! The demo was shot on the *Batman Returns* sets, but it failed to elicit positive response from the network. It's now dead in the water.

Speaking of Pet Fly, a recent issue of *Comics Scene* (#26) has an interview with Danny Bilson and Paul DeMeo. In it, they talk about trying to develop a *Sandman* film, an *American Flagg* film, and a *Green Arrow* TV series. According to a Pet Fly representative, that interview "must have been conducted last Fall, because we aren't actively working on any of those projects." Specifically, *Green Arrow* has gone to another production company, and Pet Fly is not involved at all. *Sandman* seems very unlikely at this time. Only Howard Chaykin's *American Flagg!* remains a possibility for the future, but its legal rights are tied up in the proverbial red tape.

If you didn't like Ramy Zada in CBS's *Vigilante*-like *Dark Justice*, he's been replaced by Bruce Abbott in the role of Judge Nicholas Marshall. Whether the quality will improve is another issue. CBS doesn't seem to want to give up on the comic book concept, but this time they're giving it star appeal. Bob Newhart will star this Fall in *Bob*, from the Emmy-winning producers of *Cheers*. Newhart plays Bob McKay, a comic-book artist/writer who created a short-lived superhero named Mad Dog in the 1950s. When "graphic novelist" Harlan Stone wants to bring back Mad Dog as a violent and dark vigilante, Bob is forced to work with him to protect his property. CBS won't say whether or not Bob's getting advice on writing and drawing from the Image gang. For more information on *Bob*, see our side-bar piece and our San Diego Con Special!

NBC is not the one to watch for genre fans. After cancelling their Saturday morning cartoons, they've gone even further. *Mann & Machine*, the great *Eerie Indiana*, and *Nightmare Café* didn't have a hope of making the NBC Fall schedule, and neither, it seems, did any other science-fiction series, though several were in development. Some of these shows may make it as a mid-season replacement, or, at the very least, a movie-of-the-week.

Knight Rider 2010 is a two-hour pilot in development for a series. David Hasselhoff will not appear, and the car, KITT, is now female, complete with a holographic projection of the female personality. In 2010, there is no war, so now the military academies train crimefighters against cyberpunk enemies.

Danger Island, another two-hour pilot in development for series, features a group of people who crash on an island that is a grand-scale experiment in genetic engineering gone haywire. Can you say *Island of Dr. Moreau* ?

A final two-hour pilot in development for a series is a remake of *Journey to the Center of the Earth*, to be scripted by *Radio Flyer*'s David Mickey Evans and Robert Gunter. This Columbia property already has toy-tie-ins set up, giving it a high probability of making it to the air.

NBC is looking strongly at *Red Dwarf* from Universal. Some readers may recognize the name from the British TV series which lasted three seasons. The SF comedy found the last survivor on a huge starship keeping company with a couple of holograms and his cat, which had mutated into a humanoid being. NBC may remake the series. Robert Llewellyn would reprise his role as Kryten, while Craig Bierko, Hinton Battle, and Chris Eigeman would also star.

Fan-favorite *Quantum Leap* is facing some budget cuts next season, but that doesn't mean fans will get wimpy stories. In the first episode's nod to *JFK*, Sam Beckett will leap into the body of Lee Harvey Oswald in 1963. A smashing two-hour episode finds him in the body of Tom Selleck in a *Magnum P.I.* episode! Selleck will make a brief cameo appearance, reprising his CBS beefcake role of years back. Another storyline will develop over three episodes, with each utilizing the same cast and director. And yet another episode will feature only two actors, in a homage to the film *Swept Away*. Budget restraints mean less period music will be used on the show, and optical effects (largely for hologram Dean Stockwell) will be kept to a minimum. NBC has moved *Quantum Leap* to Tuesday at 8 pm, a slot where it almost died once before. Anyone think the network has it in for science fiction in general?

Superboy fans take note: Stacy Haiduk will be a cast regular on the government drama, *The Round Table*,

Fridays at 9 pm this Fall.

FOX Fox's cartoon line-up is a great one for kids and adults, and several surprises are in store for comic fans. Weekdays, the schedule will include:

7:30 am—*Merrie Melodies*, re-running the Bugs Bunny and Friends cartoons of yesteryear; 8:00 am — *Alvin & The Chipmunks* (returns); 3:00 pm — *Tom & Jerry Kids Show* (returns); 3:30 pm — *Beetlejuice* (returns); 4:00 pm — *Tiny Toons Adventures* (returns); 4:30 pm — *Batman: The Animated Series*, from Warner. See our feature last issue for more on this, as well as our San Diego Con Special!

By the way, here's some additions to last month's feature on *Batman: The Animated Series*. The Joker will be vocalized by Mark Hamill (the Trickster on *Flash*), not Tim Curry. Rha's Al Ghul will be played by David Warner, Batgirl by Melissa Gilbert, and Alfred by Efrem Zimbalist, Jr.

Saturdays will have an almost entirely new schedule. The shows premiering on September 5th (Pacific Time noted) include:

7:00 am — *Tom & Jerry Kids Show* (returning); 7:30 am — *Eek the Cat*, from animator and director "Savage" Steve Holland.; 8:00 am — *Bobby's World* (returning) with Howie Mandel; 8:30 am — *Taz-Mania* (returning) with new episodes; 9:00 am — *Tiny Toons Adventures* from Amblin with 13 new episodes.; 9:30 am — *Dog City*, a live-action and animated series produced by Jim Henson and Nelvana Entertainment. It has nothing to do with Nelvana's *Family Dog* for CBS. It follows the adventures of canine detective Ace Hart, who is animated by muppet Eliot Shag, a dog animator; 10:30 am — DIC's *Super Dave* will be another live-action and animated series, featuring the stunts of cable star Super Dave Osborn in between cartoon segments.

10:00 am — *X-Men*, 13 episodes from Saban Entertainment and Marvel. These episodes will be serial, with each one continuing into the next. The main X-Men team will be Wolverine, Cyclops, Gambit, Storm, Rogue, and Jubilee. A secondary team of background players will be Beast, Professor X, Jean Grey, and Archangel. What about the villains? Facing down our heroes will be the Sentinels, Magneto, Juggernaut, the Morlocks, Nimrod, Apocalypse, the Brotherhood of Evil Mutants (Blob, Pyro, and Avalanche), and even Sabertooth! Watch for more

Set Your Sights On "The Human Target"

ABC has taken a while to put The Human Target *on the air, but when it premieres this summer, fans will get a high-tech hero straight from the pages of DC Comics.* The Human Target *is produced by Pet Fly's Danny Bilson and Paul DeMeo, the hot team that brought us the thrilling adventures of The Flash!*

Rick Springfield plays Christopher Chance, a Vietnam veteran who has become a private investigator and bodyguard. Now, for 10% of his client's annual income, he'll literally take the client's place and protect his life. Chance is aided by Philo Marsden (played by Kirk Baltz), an eccentric computer genius who designs high-tech masks for Chance to impersonate his clients with. Jeff Carlyle (SáMi Chester) is the pilot for Chance's mobile base of operations, the Blackwing (designed by comics veteran Mike Kaluta). The lovely Lilly Page (Signy Coleman) is an ex-CIA agent who helps coordinate Chance's missions.

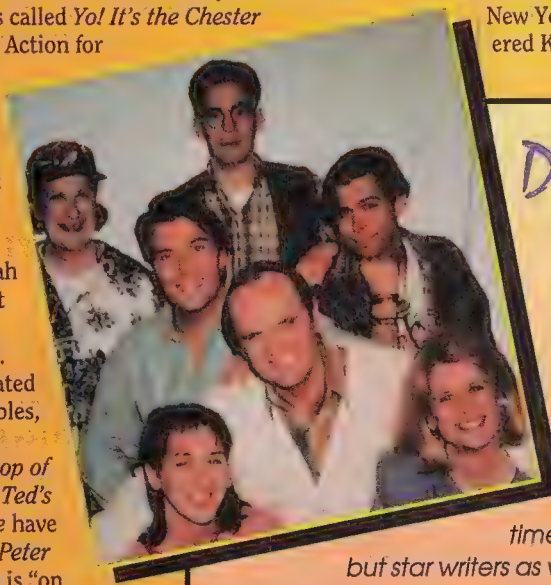
Besides the wonders of the Blackwing, Chance uses two gadgets to help him. The "Extruder" is the mask-making device run by Philo, which "extrudes" an exact facial replica of anyone, and the "Omnicator" is a holographic communications device that also functions as a computer! Pet Fly has completed seven episodes of the series, having reshot footage in the pilot episode, produced in 1990. That pilot featured different actors in the roles of Jeff (now Clarence Clemons of the "E" Street Band) and Libby (Frances Fisher), who were both unavailable when the other six episodes were ready to shoot in 1991.

ABC has severely handicapped The Human Target *by putting it on the worst time slot of the week, Saturday at 10 pm, up against the Summer Olympics! Fans are urged to watch the enjoyable espionage show now, because it will likely never be back on the air. In our San Diego Con Special, we'll have another closer look at* The Human Target!

news next month, and in our San Diego Con Special.

Fox has several other series on the development boards, including *Animaniacs*, another Spielberg property for Fall 1993. Also up for potential series are *Dinosaur Planet*, *Dinosaurs For Hire* (I don't know whether this is based on the Eternity comic series), a new *Crusader Rabbit* series, and a skit show called *National Lampoon's High School*.

Fox has passed on *Wishkid*, the recently-cancelled NBC series that stars the voice of Macaulay Culkin. Fox had planned a series called *Yo! It's the Chester Cheetah Show!*, but Action for Children's Television managed to get the show dropped due to the FCC rulings regarding children's TV hosts and advertising. Chester Cheetah has been the mascot for Frito Lay's commercials since 1986.



The three animated shows about vegetables, *Attack of the Killer Tomatoes*, *Little Shop of Horrors*, and *Bill & Ted's Excellent Adventure* have all bitten the dust. *Peter Pan and the Pirates* is "on hiatus", but the network has a soft spot for the show and is talking of a 1993 return.

If there's any question, yes, *The Simpsons* will be back for another season.

Warner Brothers is hard on the Fox trail in January 1993, with several new series headed towards its affiliate stations (though not at the Fox Network itself). Two one-hour genre shows are aimed at the late-night market on Fox stations: *Kung Fu: The Legend Continues* and *Time Trax*.

Kung Fu: The Legend Continues will star comic book fan David Carradine (reprising his original role) as he trains new students in the art of self-defense. Though they had initially re-developed the *Kung Fu* concept, Pet Fly men Bilson and DeMeo aren't doing anything on this show. Twenty-two episodes have been committed so far, to be shot in Toronto, Canada's Chinatown district.

Time Trax is a time-travel science fiction series, executive produced by Gary Nardino and *Star Trek*'s Harve Bennett. It's also been committed for 22 episodes, but these will be shot at the Warner Brothers Roadshow studio in Australia. It tells of fugitives from the future who escape into the past.

Fox is looking at a *Darkman* pilot from Sam Raimi and Universal.

Syndication & Cable

DIC is producing 13 half-hours of the animated *Sgt. Kabuiman, NYPD*, based on the Troma film about a New York cop who transforms into a super-powered Kabuki actor and fights crime.

Dark and Gritty, thy name is... "Bob?"

CBS is approaching the comic book world from the other side of the fence, after The Flash failed to zoom into high ratings. This time they've not only got star power, but star writers as well! Every Friday night this Fall, you can see Bob Newhart in Bob, *produced by the Emmy-winning producers of Cheers. Most of the Cheers writers are involved, as well as several Golden Girl writers, and comic scribe Mark Evanier. Bob Newhart plays Bob McKay, a Chicago comic book artist/writer who created a short-lived superhero named Mad Dog in the '50s. Though the series only lasted for 12 issues, it was fondly remembered by ACE Comics' president, Mr. Terhorst (Michael Cumpsty), who wants to bring it back. Since Bob now works in greeting cards, Terhorst assigns the job to "graphic novelist" Harlan Stone (John Cygan), who wants to bring back Mad Dog as a violent and dark vigilante. Stone's first act is to have Mad Dog slaughter his teen sidekick, Buddy, because "the purity of his quest doesn't allow for homoerotic desires."*

After consulting with his wife Kaye (Carlene Watkins from The Tortellis*), who works at the Chicago Art Museum, and his daughter Trisha (Cynthia Stevenson of* The Player*), Bob agrees to work with Stone to produce a new Mad Dog series for the '90s. Each of the 13 episodes already ordered will take place either at Bob's home or at the ACE Comics offices and "bullpen" (modelled after Marvel's bullpen). Comic art for the series is provided by past Innovation artist Paul Powers.*

Bob will air on Fridays at 9:30, following Golden Palace, Major Dad, *and* Designing Women. *Industry insiders are betting the series will be a big hit, and enjoy a long run on CBS. Check out our San Diego Con Special, for an in-depth look at Bob and Mad Dog.*

DIC is also producing a set of animated *Classics Illustrated* cartoons, using artwork directly taken from original '50s comics! A digital scanner takes the comic artwork and transfers it into computer-generated moving images. Though the animation is limited, the computer enhancement apparently gives it a 3-D effect. Classics already on the scanning board include *Moby Dick, Robinson Crusoe*, and *A Christmas Carol*. DIC hasn't said when or how the *Classics Illustrated* cartoons will be released.

The Family Channel has renewed *Prince Valiant* for another 39 half-hour shows, bringing the total to 65. It's a good bet that *Valiant* will be "stripped" (shown daily) starting in Fall 1993.

Either Nickelodeon or USA Network will also air *Jim Henson's Muppet Babies* this Fall, having stolen it from Fox.

Nickelodeon's hot show *Ren & Stimpy* will become a hot new Nintendo game this Fall, as well as a Marvel comic series!

The comic that's burning up the newsstands, *Zen, Intergalactic Ninja*, will supposedly have a cartoon series (from Surge Licensing and Just Toys) and a toy line this year. I don't know any more details yet, but I'll let you know as soon as I find out.

This Fall you'll be able to see six 30-minute animated specials of Lynn Johnston's tremendous comic strip *For Better Or For Worse*. This is one of the best daily strips in the country, and the six specials will air on the Disney Channel.

USA Network bought the rights to only 90 episodes of *G.I. Joe*, but all 130 episodes of *The Real Ghostbusters* (including *Slimer!*), for Fall airing.

With Ted Turner's buy-out of Hanna-Barbera late last year, it seemed only a matter of time before the media mogul brought out an all-animated channel. Turner has announced that The Cartoon Network, a 24-hour cable channel, will debut on October 1st. It's expected that the service will be almost all Hanna-Barbera features. Maybe now we'll see those old *Fred and Barney Meet the Thing* cartoons (anybody have copies of these?), as well as the early *Fantastic Four* shows. A surprise for *Jonny Quest* fans is in the works. Hanna-Barbera is working on a two-hour *Quest* telefilm, which is likely to show up on the cable channel during the opening weeks.

If you want your cable companies to carry The Cartoon Network, start lobbying them now. Don't wait, as a lot of cable channels are competing for a little space this year. Call *and* write to your cable carriers now and let them know which channels you want.

The *Mr. Bogus Show* and *Widget*, two animated series on syndication, have received orders for a new season this Fall. *Mr. Bogus* gets 13 new episodes, with a plan to daily "strip" the show in 1993.

Another new syndicated cartoon series will be *Conan the Adventurer*, featuring the adventures of a "kinder and gentler" teenage Conan. What? This show's already in progress from Claster and Sunbow, for 13 episodes.

Also returning to the screen is that driver we all sang along with. Murakami Wolf Swenson (the *Turtles* producers) is updating *Speed Racer* for 13 new episodes in early 1993!

In development for animated series are *Animal House* (Universal), *The Mozart Club*, Marvel's *Biker Mice From Mars*, *Spiff and Hercules*, *The Adventures of T-Rex* (with Surge Licensing) and the hideously titled *Goo-Goo Gadget* (Is this a baby version of Inspector Gadget?). Returning from cartoon yesteryear, *Inspector Gadget* (DIC) and *Oswald Rabbit* may both make comebacks.

In live-action news, USA Network's *Swamp Thing* is continuing slowly, even though all 50 episodes of the second season have been completed! *Swamp Thing* now airs Fridays 9:30-10 pm, and repeats Sunday at 4-4:30 pm. July will see several new episodes, including "Fear Itself" (July 3), "Dead and Married," guest-starring *Miami Vice*'s Phillip Michael Thomas (July 10), "The Powers of Darkness" with Jeremy Licht (July 17), "Special Request" (July 24), and "What Goes Around Comes Around," with *Magnum PI*'s Larry Manetti (July 31).

In August, *Swamp Thing* fans are in for a treat during "*Swamp Thing Week*!" with several new episodes and a few repeats. Tyne Daly (*Cagney & Lacey*) guest-stars in "Lesser of Two Evils," as a woman who fights Arcane for control of the swamp (Aug. 4), while "Future Tense" (Aug. 5) finds a new love interest in the swamp. Swampy helps Arcane swallow "A Most Bitter Pill" (Aug. 6), while "Changes" mean new powers for the marsh monster (Aug. 14), then he helps a lost Confederate soldier face his "Destiny" (Aug. 21). Finally, strange things start happening when "The Handyman" comes to visit (Aug. 28).

Those wondering where the beauteous Kari Wuhrer went after a too-brief time on *Swamp Thing* can see her hosting a new fitness show this Fall, *BodyStars*.

USA Network is planning an entire block of programming with "Sci-Friday." *Swamp Thing* and *The Hitchhiker* are two of the shows included. No others have been announced. However, USA will have no dearth of material; they recently bought the much-beleaguered Sci-Fi Channel. The 24-hour cable channel has been repeatedly delayed due to lack of funding. With USA's backing, the Sci-Fi Channel will hit airwaves on September 24th, with its first film a broadcast of *Star Wars*.

MCA/Universal and Paramount are involved with both USA and Sci-Fi, and some new projects may result from the mergers. Sci-Fi will air 12 original "World Premiere Films" per year, the first of which is *Homewrecker*, starring Robby Benson (the Beast in *Beauty & the Beast*) as a computer genius whose computer sets out to kill his wife!

Sci-Fi will have several new series, including: *Haunted House Game Show, NASA Watch, Isaac Asimov's Universe, Omni's Star Watch*, and *The Comic Book Show*. Repeat series that Sci-Fi will air include: *Doctor Who, Flash Gordon, Buck Rogers, Amazing Stories, Incredible Hulk, Battlestar Galactica, Rod Serling's Night Gallery, Probe, Otherworld, Night Stalker, My Secret Identity, Alfred Hitchcock Presents, Misfits Of Science, Darkroom, Gemini Man, Invisible Man, Suspense Theatre, Voyagers, Bionic Woman, Friday the 13th: The Series, Future Cop, The Immortal, The Magician, The Powers of Matthew Star, War of the Worlds*, and all 1,225 episodes of *Dark Shadows!* As with The Cartoon Network, now is the time to innundate your local cable operator to carry the Sci-Fi Channel. Start

sending in your requests and phone calls now!

The Family Channel has renewed *Zorro* for 13 new shows and the quirky *Maniac Mansion* for 22 episodes.

Nickelodeon is planning *The Tomorrow People*, a half-hour science- fiction series for Fall airing. Thomas Television is co-producing the series. Nick is also producing a new horror anthology called *Are You Afraid of the Dark?*, to air Saturday nights with *Ren & Stimpy*.

Superboy's finished its fourth and final season, but reruns will appear through September 26th. It appears that there will probably *not* be any further *Superboy* tele-films.

Life got you down? Take time out to smell the roses with Eek the Cat.

SuperForce has not been picked up for a third season as of this writing, and Viacom isn't hinting at its fate. It will probably get picked up for at least two more years, so that it can be "stripped" (syndicated).

After producing a superb pilot, Paragon International has dropped all plans for a syndicated *Power Pack* television series.

Ms. Tree is under "active option" for a TV film, according to DC sources. While this may seem as if a show is imminent, "inactive options" mean the show has been dumped. Therefore, it means they are considering it.

Mark Evanier's *DNAgents*, an '80s Eclipse super-hero series, has once again been put into development as a TV series, but no news is known about it yet.

Lorimar has optioned DC's *Black Lightning*, but forward momentum seems to have come to a halt as it sits in "Development Hell."

Paramount's *Star Trek: Deep Space Nine* is a new syndicated series to debut January 1993, with 20 episodes, most likely on the same station that carries *Star Trek: The Next Generation* in your area. The two-hour opener and later episodes will guest-star characters from *Star Trek: The Next Generation*. The setting for the series will be a seedy space station in decaying orbit around a dead mining world. Next to a cosmic worm-hole, the station is the last stop for freighters on a short-cut to the other side of the galaxy, and thus one of the most strategic locations in the galaxy.

According to executive producer Rick Berman, the characters include an embittered Starfleet commander (who became a widower when his wife was killed by the Borg), his 12-year-old son, a Jello-like alien security officer who can change shape (did somebody say Durlans?), and a female science officer who is wheelchair-bound most of the time due to her body's reaction to gravity. It's heavily rumored that popular *ST: TNG* crew members O'Brien (Colm Meaney) and Ensign Ro (Michelle Forbes) will be a part of the title's "Nine," and it appears Lwaxana Troi (Majel Barrett) may guest-star as well. Production will probably have begun by the time you read this. Each episode has a budget of $1.5 million. Rumor has it that the stars are being signed for seven years of the show.

A syndicated version of *Highlander* will premiere this Fall, produced by Panzer-Davis who also produced the films. Neither Christopher Lambert nor Sean Connery is expected to appear in the series.

A new syndicated *James Bond* series was being shopped around at a national TV conference earlier this year, but it seems to be tied up in the same legal red tape that the films are in. Don't expect it anytime soon.

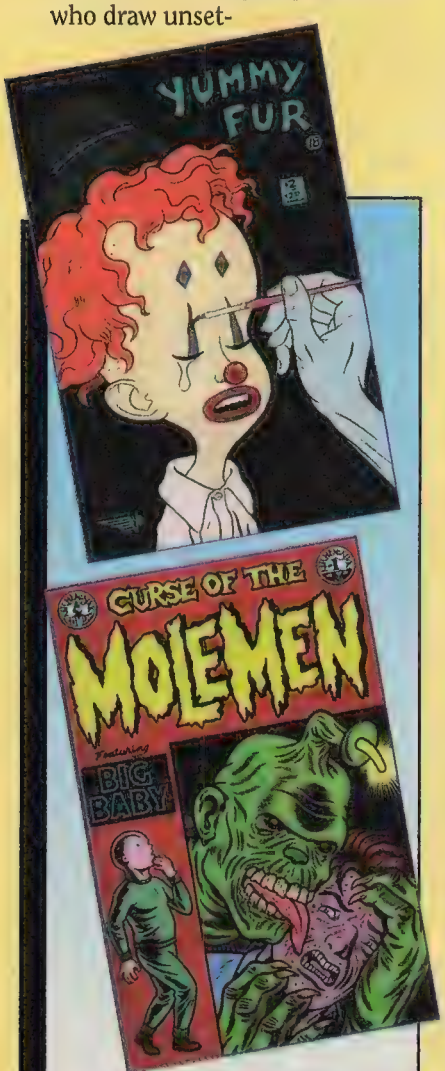
Van Williams, remembered by fans as the *Green Hornet* in the 1966 TV series, is fighting crime again. Williams has a business in radio communications now, and he got mad when users started illegally stealing his two-way frequencies. He used special electronic equipment in a van to track down one evil culprit, a 29-year-old movie extra. Newspaper reports don't say whether Williams called the van "Black Beauty" or not.

HBO's *Tales From The Crypt* premieres Saturday, June 27th at 10:30 pm. This fourth season will have 12 new episodes. A trilogy/movie will start the season, including "None But The Lonely Heart," directed by Tom Hanks, starring Treat Williams, Frances Sternhagen, Sugar Ray Leonard, and Henry Gibson, "This'll Kill Ya," directed by Robert Longo, starring Dylan McDermott and Sonia Braga, and "On A Dead Man's Chest," directed by William Friedkin from a script by Larry Wilson, starring Heavy D, Gregg Allman, and *Wayne's World*'s Tia Carrere.

Other *Crypts* already shot include: "The New Arrival," directed by Peter Medak, starring Twiggy, David Warner, and Zelda Rubinstein; "Beauty Rest," directed by Stephen Hopkins, starring Buck Henry, Mimi Rogers, Cathy Ireland, and Jenifer Rubin (This was called "the babe episode." I don't think they mean newborns); "What's Cookin'?," directed by Gilbert Adler, starring Christopher Reeve, Judd Nelson, and rock-star Meatloaf; "Seance," directed by Gary Fledder, written by *Night Court*'s Harry Anderson, starring Cathy Moriarty and Ben Cross; "Strung Along," directed by Kevin Yagher, starring Donald O'Connor and Zach Galligan; "Maniac At Large," directed by John Frankenheimer starring Blythe Danner; "Werewolf Concerto," directed by Steve Perry; "Split Personality," written by *Robocop*'s Fred Dekker, directed by Joel Silver (a first for him), starring Joe Pesci; and "Curiosity Kills," directed by Stu Baird written by *Batman* and *Wonder Woman* writer Stanley Ralph Ross.

PALMER'S PICKS

There is an increasing trend in comics today toward horror stories, with Marvel launching a horror line to fit into the Marvel universe, and a growing interest in the already established DC horror line. While most traditional horror comics use increased amounts of bloodshed and gore to disturb the reader, there are a small group of artists who draw unsettling artwork by relying on disturbing images that challenge the reader's senses. Not necessarily horror artists, their work ranges from surreal, dream-like journeys to bizarre, grotesque deformities, as evident in *Eightball* by Dan Clowes, Chester Brown's *Yummy Fur*, *Jim* by Jim Woodring, and "Big Baby" by Charles Burns.



YUMMY FUR #2 ™ & © 1989 Chester Brown. CURSE OF THE MOLEMAN #2 © 1991 Kitchen Sink Press, Inc. and Charles Burns.

Dan Clowes has crafted an unusual story through his "Like a Velvet Glove Cast in Iron" serialized in *Eightball*. The story follows Clay Loudermilk through a series of bizarre situations that begin to connect as the plot progresses. Seemingly insignificant details end up being part of a larger story, like a "Mr. Jones" icon (a small smiley face with a hat to one side) which shows up on a few signs in the background of one installment and turns out to be part of an alleged conspiracy in a later episode. Clowes has used Loudermilk's wanderings to confront the reader with some peculiar images by taking ordinary occurrences and adding surreal, nightmarish details. For instance, Clay runs into an old friend who has an eye infection and must place sea crustaceans in his eye-sockets to eat out the bacteria. Also, some of the supporting characters in "Velvet Glove" include a dog with no orifices that must be fed by a syringe full of water, and a girl named Tina who is a repulsive half-human, half-fish mutation. Aside from the continuing chapters of "Velvet Glove", *Eightball* includes some self-contained autobiographical stories where Clowes voices his opinion on such subjects as the comics industry and the latest trends in fashion and popular culture.

Yummy Fur has been around since the early 1980s when Chester Brown collected some of his short comic stories into some mini-comics. By 1986, his work began to be noticed and he was approached by Vortex Comics to repackage the minis and continue the series. Chester accepted and began to connect his short stories together into a larger story called "Ed the Happy Clown". It followed Ed through a serious of pitiful, unfortunate mishaps. While walking down the street, Ed accidentally breaks his own leg. To further add to his misfortunes, Ed later gets thrown in jail for finding a detached hand under his pillow, gets shot at by vampire hunters, and is kidnapped by pygmies who live underground. But worst of all, in a bizarre accident, he gets the head of the president attached to a certain part of his anatomy that I cannot mention in this wholesome magazine. Needless to say, *Yummy Fur* contains some graphically surreal material that isn't suited to everyone's tastes. However, Brown wrapped-up the Ed saga in issue #18 of the series, so that he could produce more down-to-earth autobiographical stories. He still deals with some strong subjects, but his work now seems to be more firmly set in reality.

Another artist who deals with dream-like images and subjects is Jim Woodring. In his appropriately titled magazine, *Jim*, he oftentimes prints stories and text pieces. Also, the nightmares that produced these creations have been the subjects of some of the

comics in *Jim*. These stories have been so off-beat and confusing that Woodring once offered a guide to help readers through an issue. Woodring's most widely recognized creation, Frank, wanders through lush dreamscapes in various pantomime adventures in magazines other than *Jim*, like *Buzz* and *Tantalizing Stories*. In his wanderings, he usually encounters his arch-nemesis, Man-Hog, and eventually outwits him through a series of strange, meandering feats.

In addition to drawing from his nightmares, Charles Burns is inspired by the culture of his youth during the 1950s and the '60s. His work is full of monsters, aliens, insects, mutants, robots, wrestlers, strange transformations, teen plaques, and mole men, all symbols from the movies, TV shows, and comics of the period Burns grew up in. He is able to combine all of these elements to create some disturbing images and ideas, such as faces with their skin partially seared away, one-eyed aliens who take over the bodies of teenagers, and a small rash that soon encompasses the entire body of its victims; all of which are enhanced by Burns' clean, stark ink style. Burns' stories have appeared in various anthologies throughout the '80s, such as *Raw*, *Heavy Metal*, and *Taboo*, featuring such characters as El Borbah, Dog Boy, and Big Baby. Recently, Burns has taken a copy of the *Marvel Try-Out Book* (an unfinished comic printed on art paper designed to recruit new talent) and added his own deviant touch to Aunt May, Doc Ock, and Spider-Man. Burns currently works on a weekly *Big Baby* comic strip for alternative newspapers, and his work has even appeared on the album cover to Iggy Pop's *Brick by Brick*, and the cover of *Time* magazine.

Although these comics all sound really out there, with their bacteria-eating cruistaceans, talking body parts, and one-eyed mutants, they are still comprehensible. The artists use traditional themes and concepts, but use their own strange creative talents to breathe new life into old topics and take stale ideas in new directions. While all of their work might not be for you, there will be at least one drawing of theirs that'll stick in your mind as being unusually disturbing.

RECOMMENDED READING

Eightball is published three times a year by Fantagraphics Bbooks. *#$@&!*, a collection of earlier Clowes work from Loyd Llewellyn, and *Lout Rampage!*, a book of all of the non-"Velvet Glove" stories in *Eightball* are also available. All eight issues of *Eightball* and the two books can be bought from the Fantagraphics catalogue by writing to Fantagraphics Books, 7563 Lake City Way Northeast, Seattle WA 98115.

JIM #4 © 1990 Fantagraphics Books and Jim Woodring.

Yummy Fur is published quarterly by Drawn and Quarterly at Drawn and Quarterly Publications, 4550 Boyer Street, Montreal, Quebec H2J 3E4, Canada. The mini-comics are completely gone, but select copies of the first 24 issues as well as a collection of the "Ed the Happy Clown" story are available from Vortex Comics Inc., P. O. Box 471458, Charlotte, NC282247.

Jim was published by Fantagraphics. All four issues except for the second are available from the above address. "Frank" has appeared in *Buzz* from Kitchen Sink Press (see below for the address), *Pictopia #2* from Frantagraphics (see above) and in *Frank the River* from Tundra. *Tantalizing Stories* (featuring work by Mark Martin as well) will be available bi-monthly this fall from Tundra Publishing Ltd., 320 Riverside Drive, Northampton, MA 01060.

Charles Burns' work is published in a bunch of different places. *Hard Boiled Defective Stories* (containing El Borbah) and issues of *Raw* (with "Big Baby") are published by Raw/Pantheon Books and can be otained from Catalan Communications at 49 East 19th Street, NY 10003. A handful of back issues of *Taboo* are available from Tundra. Anything before the fourth volume can only be obtained on the secondary market. The original hardcover *Curse of the Moleman* (with "Big Baby") is gone, but a color edition as well as copies of *Buzz* (with "Naked Snack") can be purchased from the Kitchen Sink Catalogue from Kitchen Sink Press, 2 Swamp Road, Princeton, WI 54968.

MARVEL COMICS UK

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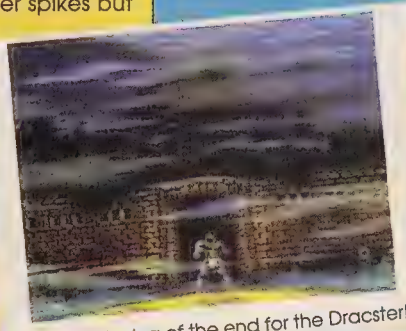
16-BIT POWER

by Craig Cornell

HINT BOX
SUPER CASTLEVANIA IV

Remember that when you hold the whip, although you can swing the whip, you can't move. This helps when you have to walk under spikes but you need to whip. Another thing: If you're man enough to get to the end, you should jump off the ledge just before the last staircase leading to Dracula. All the way on the left, you can catch a shower of hearts, two whip power-ups, the boomerang and a triple shot. To go back, push right-up diagonally. You'll climb an invisible staircase. As soon as you reach the top of the staircase (Simon stops stepping up), jump back on the ledge.



The beginning of the end for the Dracster!

GRAPHICS

SOUND

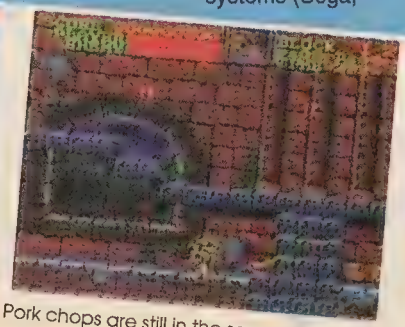
CHALLENGE

CONTROL

FUN

OVERALL QUALITY

Hey everyone! Welcome to 16-Bit Power. This is where I'm gonna tell you what's what in the world of 16-Bit Games. You'll get two game reviews every month (mostly Genesis and Super NES, because Turbografx-16 isn't quite up to snuff when it comes to software volume). The difference between this column and the game review mags is I'm not gonna bury my opinions in a lot of sweet talk and hey-let's-not-offend-anyone reviews. If the game is cool, I'll give it to you straight, and if it's fertilizer, I'll give you that too. I'll tell you whether I think you should buy it or blow it up. Also it will be a "present time" review. I won't review a game that you can't buy in this century. Don't get me wrong, there'll be sneak peeks aplenty, but I won't actually go in-depth until everyone can go out and buy it. Another key difference will be the "average consumer" point of view I'll try to maintain. Since I have owned all five systems (Sega, NES, Genesis, Turbografx-16, and Super NES) and hundreds of games, I can relate to the feelings you get when you buy a goody or a goober. When you see a game ten years before you can actually play it, it always ends up looking nothing like it's supposed to by the time you own it. I'll also give you a couple of tips and secrets about the games. At the end you'll also get word on the new games coming out.



Pork chops are still in the same old places.

Now to the meat and potatoes: my ratings system. Games'll be graded on graphics (of course), sound, fun, challenge, control (if your player character boogies every time you hit the boogie button, or if he just stares blankly back at you), and overall quality. I've got a new way to represent the points in each category. No numbers, stars, green clovers, or purple horseshoes. Nope. I'll be the first, and probably only, to use the Rocco rating system—five Roccos being very excellent indeed, four above average, three ok, two below average, and one a turd. I'll explain why and what Rocco is some other time. While it's true that space is limited, you can be sure of finishing these reviews knowing if the game is worth buying.

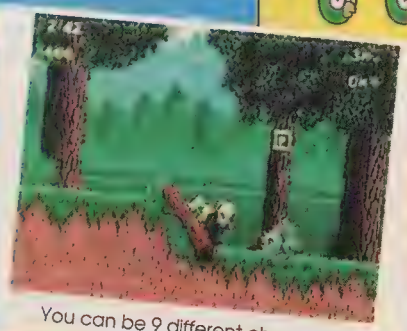
The first game through the meat grinder is Super Castlevania IV. I know, I know, it has been out awhile, but it's just so good it had to be my first. I want to make sure those of you from marshmellow land who don't know about this one do now. It's awesome! Incredible! Once again you get to play Simon Belmont as he fights against the evil Count Dracula, who, according to legend (the instruction book), is reborn every 100 years to terrorize. That's fine with me, because that leaves plenty of room for sequels! In this game, you plow through nine plus,

sick-looking levels. I thought the last few guardians were the best, but the Count was a bit disappointing. He didn't change into anything gross at the end of this game. Oh, well. There are a plethora of totally original monsters in Dracland, like a creature made of leaves, and a giant bat made of gold coins. The sound effects are pretty rad too. They add a chill to the atmosphere. You'll also note some familiar tunes from the first Castlevania, if you have it. (If you don't—shame, shame, what's wrong with you.) As for controlling our hero, I didn't have too much trouble making Simon do what I wanted, except climb stairs on occasion. (The crumbling stair cases in level B were a real pain!) Just as in the first Castlevania, you get the same power ups, weapons, and items. He does have a new slack whip feature. (Don't you wish you did?) You can flip the whip and dangle it over edges. Kind of fun just crouching down and watching enemies walk into it. The game is pleasantly long, but not difficult enough. I kinda breezed through it, and I'm no video game god. You can see just how long it is on the map screen, which actually looks like a mini version of the game you play. All in all, this game is well worth the money. Castlevania IV is a game you can really sink your teeth into! (Sorry.)

For my next act let's look at Kid Chameleon for the Sega Genesis. This is the game that boasts over 100 levels and 1850 screens. You get to be a kid who decides to take on a renegade virtual reality arcade game. Supposedly, this arcade game (which uses holograms to make you feel like you're in a different world) becomes sentient and starts taking kids. Problem is: It won't give them back! So the Kid goes in to put an end to this madness. I wish someone had put an end to this game. It starts out all right, but as you advance in the game, you get a sense that it's not going to get better. As the Kid, you run around bumping blocks with your head to get diamonds and power-up items (sound familiar?). There are also warp zones, teleport pads, and hidden goodies. The power items are helmets which give you up to nine different powers. Each helmet has an inherent ability, and two other powers: the special power and the diamond power. The special power you can use all the time, the diamond power costs diamonds. The characters are cool. I really liked Cyclone. He can fly around in a little whirlwind like the Samurai from the old Super-Friends show. Juggernaut's not bad either. The problem is this game is already out there—the Mario guys and others like them, jumping into blocks and changing into other things. Passé. Not that this is a rip-off, it stands on its own, but it just feels the same as all the others. Also, those eight million screens you get are so short that you can't blink without pausing the game first. The graphics are above average in most places. The different waters in the game are really nice. I didn't see too much parallax scrolling that took my breath away. Actually none of it did, but I did say "neat" a few times. And parallax is what Genesis is really good at. The music is coarse and repetitive. I even turned the sound off sometimes because the same music kept coming back on. In terms of difficulty, I found plenty. The Kid is hard to control, and he has a tendency to drift when you stop moving the controller. That makes jumping difficult. He does have an interesting ability to flip up onto blocks, which helps some. In terms of fun, I had a hard time staying interested after the first few times I played. Overall, if you like this kind of game, fine. This one just isn't spectacular enough to make it stand out.

Juggernaut is cool!

So that, as they say, is that. I really want to know what you people think. If you feel this column needs help, let me know. If you think I need help, recomend someone. Just send your suggestions in. Before I go, I have to tell you what to look for. Teenage Mutant Ninja Turtles IV is due out in August, I believe. And it looks incredible. I haven't played it yet, but if it plays like it looks I'll be happy. Also, some more comic-related games are coming. Spider-Man and the X-Men are to team up in a game where they fight each others' foes. You don't even see that in What If?. Both of those are for Super NES. For Genesis, I say watch out for Splatterhouse 2, it looks better than the TG-16 game. Also, Indiana Jones and The Last Crusade should prove to be a winner. These won't be in stores for awhile but be patient, there's plenty on the way to keep us all busy. So long.


You can be 9 different characters!

HINT BOX
KID CHAMELEON

If you want to skip all the levels between 2 and the end, go to the end of Maple Woods 2. Whatever you do, don't touch the flag. Instead, get up on the blocks above you. (The best place to do this is at the spot right before the ground levels out toward the flag. There is a hill that makes the jump easier.) Once on the last block, hold the jump and special buttons and crawl to the right (push down and right), you'll be warped to the final showdown! P.S. Make sure you are just the plain Kid when you're on the block. If you're Red Stealth, he'll cut the block when you jump.

GRAPHICS

SOUND

CHALLENGE

CONTROL

FUN

OVERALL QUALITY

WITH A JIM LEE GATEFOLD COVER

Plotted by David Michelinie and Bob Layton, Scripted by David Michelinie, Penciled by David Lapham, Inked by Bob Layton, and Colored by David Chlystek

NEW IN SEPTEMBER

BRUTES & BABES

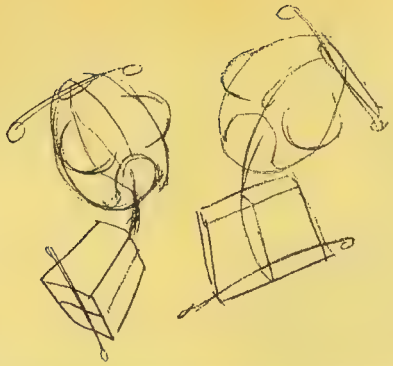
DRAWING POWERFUL COMICS WITH

BART SEARS

Howdy, welcome back to BRUTES AND BABES. This time, we're going to take a look at women. Last month, we took a quick look at women's heads., this month we'll look at the body. Super-women might look simple, but to do them well takes a lot of knowledge and a lot of practice, so warm up those pencils and .... let's get to it!

Take a look at the woman drawn to the left. Notice the supple smooth-ness of her body, the subtle curve of the line. Remember when we were drawing super-brutes and I stressed the importance of angling the line and giving the muscles that hard, chiseled edge ... well ... the exact opposite applies to super-women. You have to be careful not to draw them bloopy or dumpy, but at the same time if you draw them too hard and chiseled, they start to look masculine, which is definitely not good.

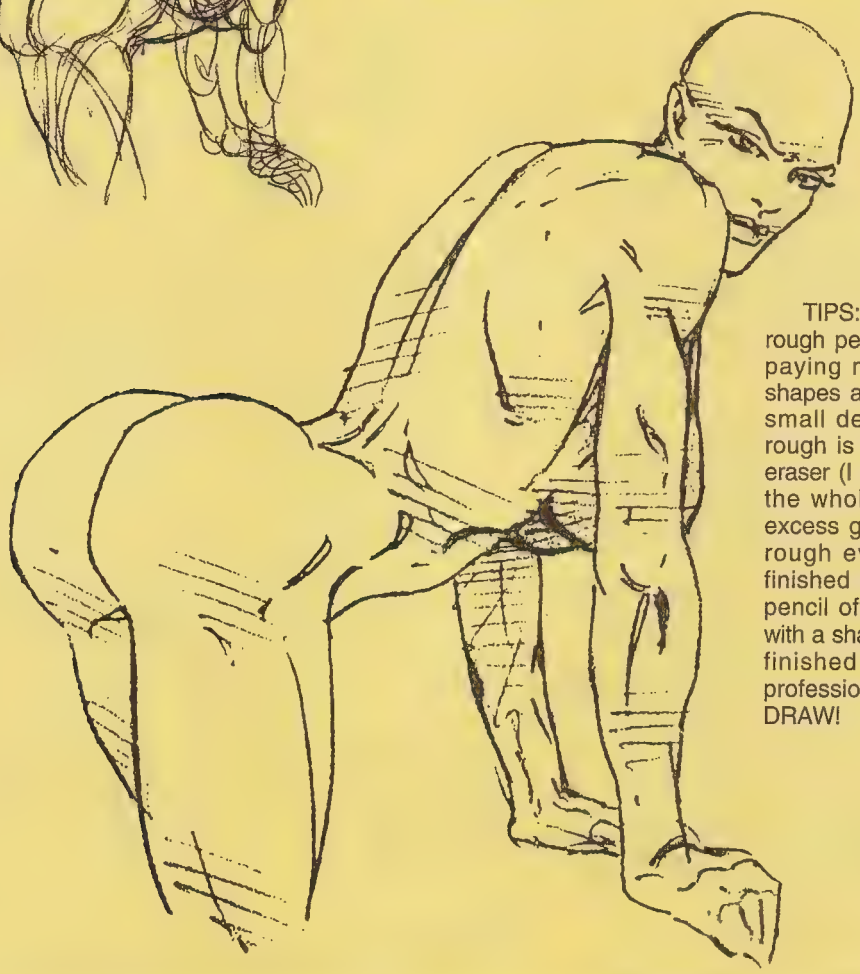
LESS IS MORE ... when drawing women always remember to keep it simple. The less lines you use, the better. Each line you add, on a face or a body, can add years of age to the character and it will detract from the woman's overall beauty... just remember, each woman that you draw is a different character and each character has their own visual needs and cues. Whatever I say, in this BRUTES AND BABES, or in any other segment, is not a hard and fast rule, but just a broad guideline to help teach you the basics of comic-book illustration.



When drawing women, keep in mind that, in general, women are more graceful and sensual than men, and, this should be apparent in your drawings. As an example, BABE would glide or saunter down the hall, BRUTE would stride or stomp down the hall.

Look at the drawings to the left ... when drawing women, sitting, standing, walking or whatever, it is more attractive to draw them with opposing hips and shoulders. This creates movement, giving the character life as well as generating a nice curve to the body, which adds to the woman's attractiveness.

Here, I have drawn a small bubble figure and then a larger finished version over the bubble framework. See how the potato sack still works. Also notice that even though we can't see most of her left arm in the finished drawing, it is still drawn in the bubble figure. This is called DRAWING THROUGH. It is a very important part of illustrating. Drawing through helps you to line up all the components of each drawing, making sure that proportion and placement is correct. Always draw through!



TIPS: When first laying out your rough pencil drawing, draw lightly, paying more attention to broad shapes and proportion rather than small details. Then, when your rough is finished, lightly rub your eraser (I use a PINK PEARL) over the whole picture, removing all excess graphite and making your rough even lighter, then when finished pencilling, sharpen your pencil often, always finish pencil with a sharp lead; this will give your finished work a very clean, professional look. And as always, DRAW!

Oh well, out of space again. I hope I was able to teach you something...send in those drawings. Till next time, KEEP DRAWING!

Send your artwork to...
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WIZARD'S REALM

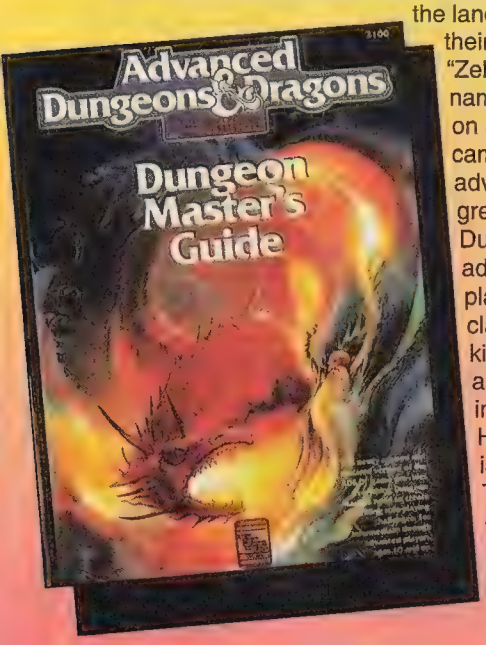
A look into the world of role-playing games with Doris Schwartz

In issue #10 we reviewed superhero role-playing games. This time we will talk about TSR's blockbuster, *Advanced Dungeons and Dragons.* The reason I'm calling it a blockbuster, is the same reason I will be reviewing only this game today—because of its size and scope. Since it is the oldest role-playing game, it stands to reason that it would have the largest following.

If you are reading Wizard's Realm for the first time, you may wish to refer back to *Wizard* #10 for some preliminary information on role-playing games.

There has been some confusion among newly interested players. What is the difference between first and second edition *AD&D* anyway? The dyed-in-the-wool first edition player will tell you, "everything!" But what we have found is that there is really little difference. Basically the game has remained the same since the original three brown books came out. Except that, in those days, the Dungeon Master (DM) had to do everything on his own. Then they designed the World of Greyhawk which gave the DM maps and other accessories. More requests came in for more "stuff"....so TSR made more and more, some of which started to conflict with some books that were already in use. Somewhere along the line enough players yelled "Stop!! Help!!"

And so it came to pass, that the good folk from the land of TSR and their DM (David "Zeb" Cook by name) embarked on a great campaign ... the adventure of the great revision. During this adventure some player character classes were killed off--the assassin for instance. However...this is just a guide. The operational word here is "just." To many players, both new to the game, and old, feel that the word "guide" means "bible." The way I interpret "Zeb" Cook's message, nothing here is written in stone. If you want to bring first edition characters into second edition, go ahead, and conversely if you want to use second edition proficiencies with first edition characters, that's fully acceptable. What TSR has done with second edition, and very well, is to create a structure which can be followed to the letter, or may be used as a basis to create from.

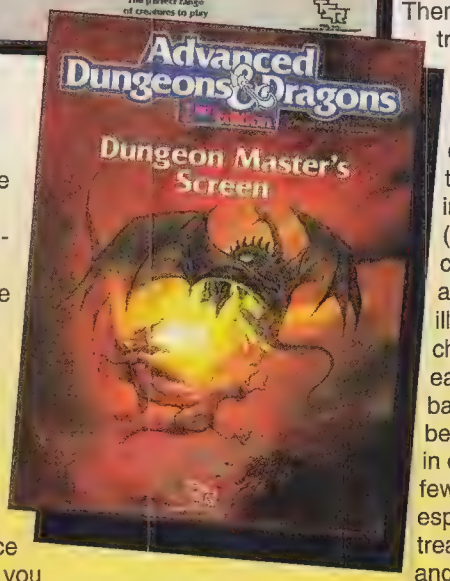


This newer version allows you to add flexibility to your characters, by purchasing kits which are found in the additional handbooks you may purchase. A good example of this is the *Complete Wizard's Handbook*, where you can purchase a Patrician kit, which will increase your social standing and allow you greater wealth. An alternate kit to purchase could be that of a peasant which, while limiting your wealth, will allow you to have outdoor and craftsman skills. But heres the hitch: With the kit purchase, in order to pay for the good stuff, you may have to accept some disadvantages. For example, in the *Complete Fighters Handbook*, you may purchase a kit to alter your fighter to a gladiator, which gives him (or her) charioteering skills above all else, but in exchange you have to accept the life of an arena fighter with the possibility of fights to the death for someone else's entertainment.

The purchasing of kits should not be confused with schools of specialization which are available to

spell-casting characters and add to your magical talent, the kits have more to do with proficiency and outlook on life than magical talent.

The illusionist class from the first edition has now become (in second edition) a wizard who specializes in illusion. This allows the magic user to have an extra bonus on those spells from the school he has specialized in, but penalties on spells from other schools. He is also blocked from using spells from schools directly in opposition to the one he has specialized in. For example, a wizard specializing in conjuring and summoning which will allow him to produce matter or/items from some place can not cast spells from the school of Greater Divination, which allows the wizard to learn secrets long forgotten.



If you have never played *AD&D* before, the best way to learn is to find a group of experienced players. Some schools have role-playing clubs, or you can always check with your local game/hobby/comic book shop to see if they have a list of local gamers or a gamers group. You might also try your local library to find gamers.

Ask them to help you roll up a character, and get you started in the game. "One of the truly marvelous things about a role-playing game is that, even though the concept is difficult to explain, it is simple to demonstrate." (Thank you, Zeb and staff.) Once you have played in a game, even a short one, you will have a better idea as to how a character works and then be able to decide for yourself how you want your character to look.

If you can't find anyone else who knows the *AD&D* game, you can teach yourself. Read the *Players Handbook* and create some characters. Try to create a variety of character classes. Then pick up a pre-packaged adventure module for low-level characters such as *Fighter's Challenge* or *Wizard's Challenge*. Read the module thoroughly, round up two or three friends and dive into it. You will probably make a few mistakes and will wonder if you have done everything all wrong. Even if you have, don't worry about it. The *AD&D* game is big, but eventually you will bring it under control.

When thinking about what accessory to discuss in this issue, I considered the monstrous compendium, the wizard's spell cards and many other publications by TSR. Then it hit me, the *AD&D* trading cards would perfect. For new players, especially those who are trying out their DM skills, these cards are invaluable as NPCs (or non- player characters.) Each has an excellent illustration of the character, stats for each, and a brief background. We have been using these cards in our game for the past few months. We especially find the treasures, magic items and weapon cards useful in play. Players have put them into trading card sleeves, so as not to damage them. We have found that, with the vast number of cards we use, it is more economical to buy the nine pocket trading card sheets and cut them into six individual sleeves. (We had to lose the three center pockets to retain the six sleeves but it is more than worth it.)

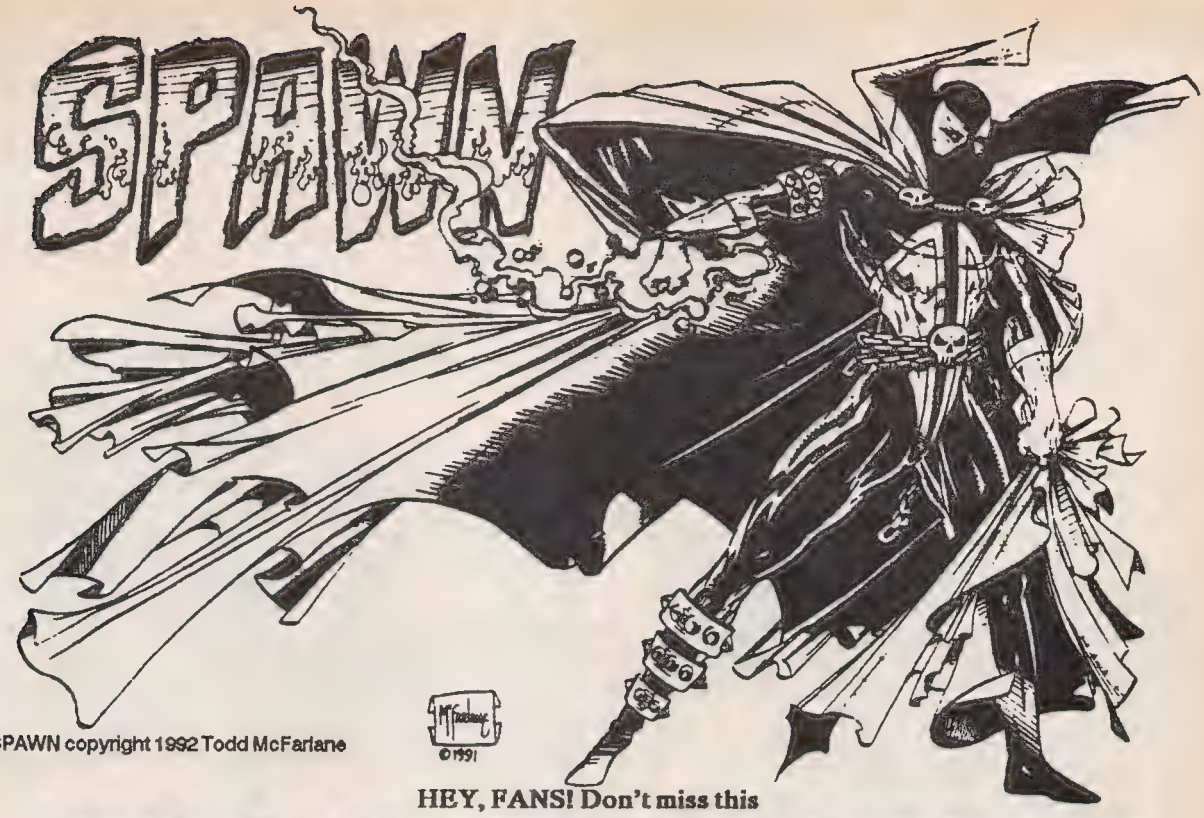
When a player character comes upon a treasure, earns a magic item, or purchases a weapon, the DM has only to hand the card representing that item to the player, who retains the card until he either uses up the item, or loses the weapon. The use of these cards has simplified the DM's job and truly enhances the game for the player characters.

Now for this month's contest ... What do the letters in TSR's name stand for? The letter with the earliest postmark will win a complete 1991 *AD&D* Trading Cards Premiere Edition Factory Set from TSR, and 100 *AD&D* character record sheets from me.

Don't forget, I'm on the west coast so send your answers and letters to me at:

The Wizard's Game Room
c/o I Love Games Too!
111 West Avenue Palizada
San Clemente, CA 92672

DUNGEONS & DRAGONS and all related D&D indicia ™ & © 1992 TSR, Inc.



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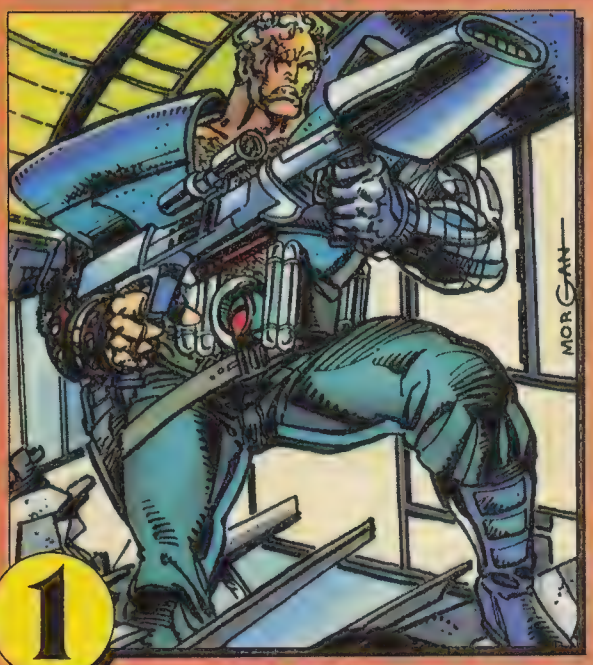
WIZARD'S TOP 10 HOTTEST HEROES & VILLAINS

Every month in the pages of Wizard, you see books climb up and down the charts and up and down in price. Why do they do this? It may be a hot artist, or a hot writer, but more often than not it's the characters that turn up the steam. Wizard will show you the hottest bad boys (and bad girls) in the universe, and hope they're happy with their ratings.

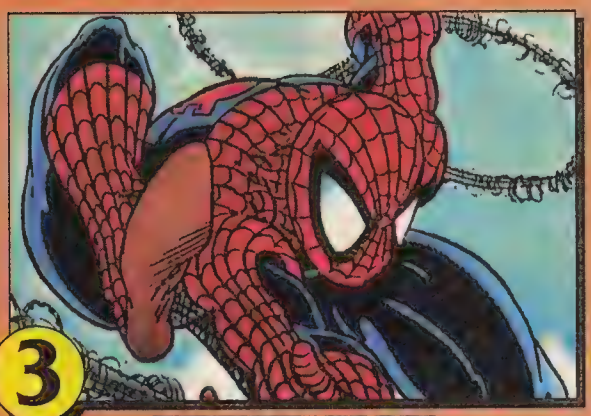


1 CABLE

Hotter than he was last issue (thanks to his new two issue limited series out this month), the ex-leader of X-Force, Cable remains the unmovable object on top of this chart. What makes this guy so popular? He's a no-nonsense, kick-butt hero who's shrouded in mystery. He takes takes lethal measures with anyone foolish enough to cross his path. Cool dude.

2 WOLVERINE

Logan, everyone's favorite refrigerator-magnet-attracting mutant, persistently clings to the #2 position, waiting for his "king of the hill" spot. Hmmm...wonder how many little bionic pieces Wolvie could chop Cable into if he took a more direct approach to claiming the #1 spot? Check out Wolverine every month in the pages of *X-Men* and his own monthly series.



3 SPIDER-MAN

"...Does whatever a spider can...." Gosh I love that song. So what is Spidey doing here, instead of the prestigious #1 position? I mean c'mon, who's more popular than Spidey? Well, I guess to reach that #1 spot you gotta be laced with adamantium, carry obscenely huge guns, and blow or "snikt" people to death.

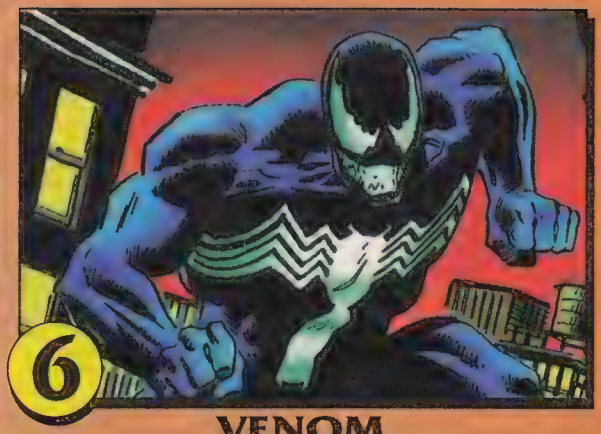
4 SPAWN

Really moving up on the charts since last issue, the hottest Image character is McFarlane's undead badboy, the hero with the odometer attached to his superpowers. Spawn can be seen in his own monthly comic, and popping up all over the Image Universe.

CABLE, WOLVERINE and SPIDER-MAN ™ & © 1992 Marvel Entertainment Group. SPAWN ™ & © 1992 Todd McFarlane.

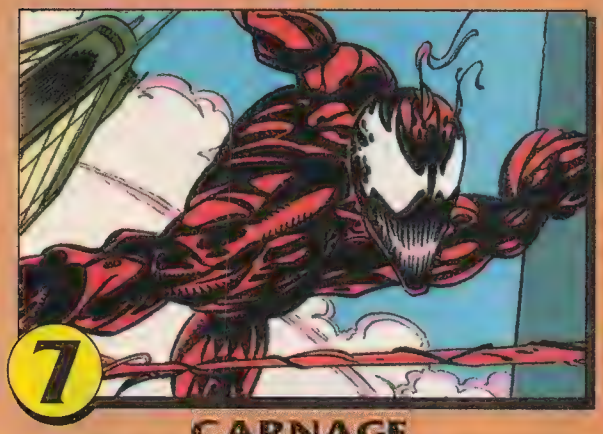
5 GHOST RIDER

Having a relatively limited vocabulary ("Vengeance," "Die," and "Who ate all the Cracklin' Oat Bran?" being a big chunk of his speech), the Ghost Rider proves that you can ride around on a bike with your head on fire and still be considered a cool guy. Expect Ghost Rider to climb in the charts thanks to *Spirits of Vengeance*, his second monthly title.



6 VENOM

The hottest villain to ever slither out from an extraterrestrial clothing machine on a patchwork planet created by an omnipotent being (with me so far?), Venom is easily the most popular villain in comics today. Though some consider him to be a misunderstood quasi-hero, a trail of corpses and his burnin' hunger for Spider-Man's death tell a different story.



7 CARNAGE

Another villain here in the charts, and he's related to our good buddy Venom! Y'see, the alien "skin" that forms the Venom costume gave birth to a new zoot suit, and this time the alien grafted itself to serial killer Cletus Kassady and became the most dangerous foe ever to lock horns with Spider-Man.

8 LOBO

Will the main man ever get his own monthly series? Well, if you consider a bunch of one-shots and miniseries back to back a regular series, he already has one. What the main man needs for a real dose of popularity is good exposure. Not overexposure mind you, but a monthly series with the quality of writing and art that he receives in his mini series.

9 THE PUNISHER

Now one of the most imitated characters, The Punisher remains the top slightly bent vigilante in comics today. Without the aid of bionic enhancements, adamantian claws, a flaming skull, or web shooters, ol' skull-chest proves that with a little muscle and a lot of big guns, you can accomplish whatever you set your mind to.

10 MORBIUS

Entering the Top Ten this month is Marvel's answer to Count Chocula...Morbius, The Living Vampire. This supernatural creature of the night preys upon those who prey upon the weak, and does it with a ferocity unmatched by his fellow "heroes." If fan reaction is as strong with Morby as it was with Ghost Rider, expect our vampire buddy to climb the charts big time.

GHOST RIDER, VENOM, CARNAGE, PUNISHER and MORBIUS ™ & © 1992 Marvel Entertainment Group. LOBO ™ & © 1992 DC Comics

Amazing ART

The Showcase Of Future Comic Book Illustrators Of America!

Jason Christensen
Cedar Rapids, IA Age: 27

WOW. We've received so many great pieces of fan artwork that we couldn't possibly choose one winner each month. From now on, Wizard will show as many great covers as we possibly can on these pages for the rest of the world to see, and the best will be shown to Valiant Comics for review! Who knows? One of our participants has already been contacted by a comic company looking for artists. You could be next!

MOJO ™ & © 1992 Marvel Entertainment Group

Scott Rosenthal
Flemington, NJ Age: 17

All you need to do to enter Wizard's Amazing Art Contest is send your artwork with your name, address, telephone number and age to:

Amazing Artists
Wizard Press
P.O. Box 648
Nanuet, NY 10954-0648

Submissions can be on any form of un-lined paper or posterboard, and can be in any medium (oils, crayon, line art, etc). Neon or metallic inks will not print. Artwork must not be larger than 8" x 11 1/4". Do not fold, bend or roll artwork--*mail them flat to avoid damage.* All submissions are non-returnable and become property of Wizard Press. Send yours today!

THOR™ & © 1992 Marvel Entertainment Group

Joseph S. Pavone
Rochester, NY Age: 24

DEADPOOL™ & © 1992 Marvel Entertainement Group

Stan Tanaka
Chicago, IL Age: 16

THE PREDATOR™ & © 1992 Twentieth Century Fox Film Corporation

Doug Lau
Bakersfield, CA

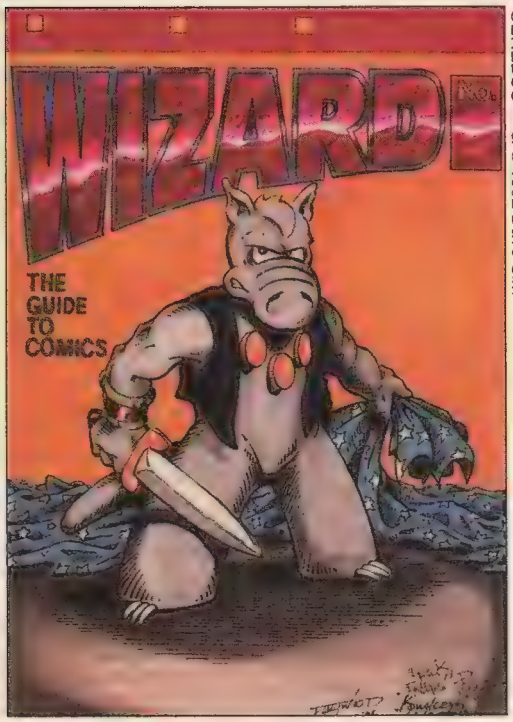
GALACTUS™ & © 1992 Marvel Entertainment Group

Adrian Scott
Murray, KY

ALIEN™ & © 1992 Twentieth Century Fox Film Corporation

Bernard Danovich
Livingston, NJ Age: 16

Juan Alcantara
Miami, FL Age: 33



CEREBUS™ & © 1992 Dave Sim

Erik A. Enervold
Morris, IL Age: 21

COLOSSUS™ & © 1992 Marvel Entertainment Group

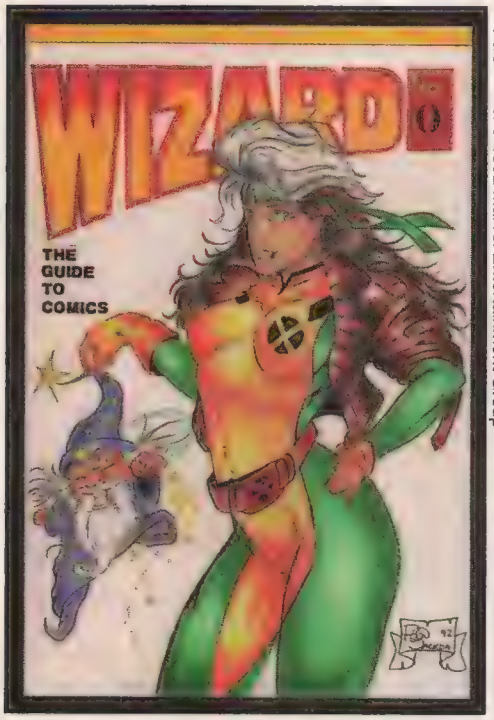
James Widmark
Omaha, NE Age: 21

TA™ & © 1992 Western Publishing Company, Inc.

Jason Meek
Tulsa, OK Age: 16

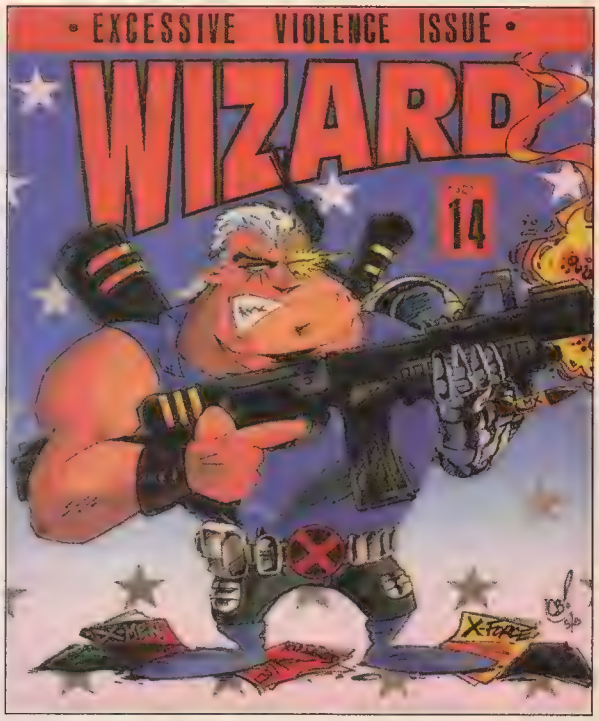
SHE-HULK™ & © 1992 Marvel Entertainment Group

Mark Counts & Mike King
Rainier, OR Kelso, WA



ROGUE™ & © 1992 Marvel Entertainment Group

Phoukham Sackda
Niagara Falls, Ontario, Canada



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Chris Battle
Santa Monica, CA

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Issue 14

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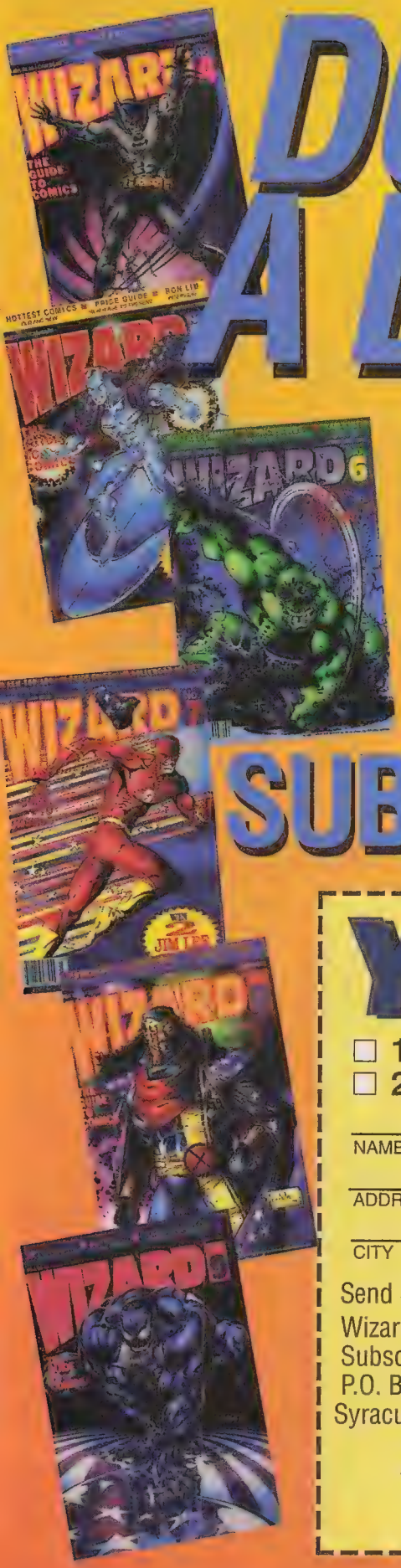

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WIZARD

Marvel Team-Up #65

Artist: John Byrne
Writer: Chris Claremont
Publisher: Marvel
Release Date: January 1979

Also check out the incredibly underrated *Excalibur* #1 for a great story with fantastic art.

Anybody else out there miss *Marvel Team-Up*? I know, it was a pretty stupid title, and that the stories were contrived. The villains and heroes used were laughable, but it was still pretty cool to see your favorite superdudes lock horns every month. Ah well. As for why this little mag is spotlighted this month in the Comic Watch, it's the first American appearance of that tea-drinking leader of Excalibur, Captain Britain! Though he had appeared in British comics much earlier than his American debut, his mainstream Marvel premiere is found right here in the pages of MTU #65. For a character who is so deeply etched in Marvel history, let alone a leader of a mutant superhero team, this is one gem of a book. For those of you who keep looking at the cover and saying "cool...but where's Captain Britain?", search no further. The blonde-haired dude with the glowing q-tip is the good captain, in the days before he became a British version of Superman. Not convinced to buy the book yet? Okay, try this on for size. Not only is this the first appearance of Captain Britain, also making his debut in this ancient (...well, it is 14 years old...) title is none other than the king of the assassins, the most lethal villain in comics... Arcade!! Okay, Okay, he's a geek with a bow tie, but I had to give it a shot.

COMIC WATCH

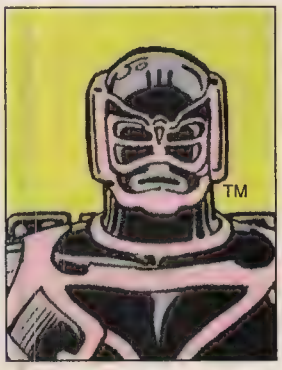
Daredevil #272

Artist: John Romita Jr.
Writer: Ann Nocenti
Publisher: Marvel
Release Date: November 1989

Who's that shooting all the foliage on the cover of this *Daredevil*? If you guessed the publisher, get lost. If you took the two seconds to read the cover copy, you'd know it was Shotgun, the dude who just recently blew up everything in the pages of *Punisher War Zone*. If you're thinking "So? Who cares?" AH-HA! Think again. Shotgun debuted in *Daredevil* back when Hornhead's mag was in a bit of a slump, so there aren't six million copies floating around. His recent appearances in the super-hot *Punisher War Zone* title have really given him a boost in the popularity polls. And to put the icing on this paramilitary cake, the Shotgun meister-general is scheduled to receive his own monthly title in early 1993! With the staggering success of such "Big Guns" characters as Punisher, Spirits of Vengeance, Ghost Rider and Deaths Head, you can be pretty sure that our good buddy Shotgun is going to join the ranks of Marvel's explosive heavy hitters. So what are you waiting for? He may not become super-hot for about six to eight months, but now's the time to look for this key book. Remember, you snooze, you lose.

Can't get enough of Shotgun in his first appearance? Check out *Daredevil* #273 for more of his loud bangs.

Collecting Comics In The 90s



By Benjamin Biggs

Hello and welcome to this month's "Collecting Comics in the 90's." Allow me to introduce myself. I'm Benjamin Biggs, owner of Biggs Comics in Lafayette, LA. While working at my comic book shop, I'm constantly asked this month's question: "what is considered a mint book?" I'm talking about about pre-bag and other special books. Is there going to be a special grading system just for these books, or do they fall under the normal grading system?

First let's talk about pre-bag books and what we do with all these open copies. Under a normal grading system, when you open, it's like taking a new book and ripping the cover off. Do the values in the price guide reflect the amounts for open bags as opposed to sealed bags? Will open books have separate listings in the price guide? Do we line the bottoms of bird cages with these open, worthless books? Do these open book issues get the subscription coupon cut out? (Boy, I hope Marvel doesn't read this; they might want to start Marvel Value Stamps again!)

To answer these questions, we begin with the dilemma of all these open copies. In The *Wizard,* there is a listing for *X-Force* #1(K), which is listed as "an unbagged copy w/o card." Now I don't know about you, but I read comics and the bag is usually a goner from the start. I guess my copy of *X-Force* #1, *Ghost Rider* #28, and *Web of Spider-Man* #90 are worth more to me *read* than bagged. I have this thing about trying to guess what happens in the story. Besides, the publishers hope that you buy two or more copies anyway, so that you can open one to read and save the other for your collection. It's not that I don't understand the original intent of the bags--they're used to protect the book, trading card, poster,or any other free give-away the publisher's giving you with the issue. Hasn't this "protection" been abused lately?

But still, what do collectors do about the "bagged" or "unbagged" values? In 20 years, these cheap bags will turn the comic yellow, while the unbagged copy will still look like new. Does the term "mint" apply here? I think that this whole thing is ridiculous. Let's make a new rule that states "bagged or unbagged that still includes the contents are still considered mint." The hell with this bagged crap, or I'll demand that Marvel and others bag my comics in Polypropylene ComiCovers (trademark of Moondog Inc. — Gary, you can thank me later) with acid-free backing board. Then there would be no problems in 20 years about books being considered "mint."

Pre-bagged is not the only problem I have. What about these hardcovers with paper "covers?" They are a nice idea, but those wraparound covers are a pain in the ass. They always seem to get in the way or get damaged while I'm reading. So what do we do? The publishers also find that a lot of copies are damaged in the shipping between distributors and retailers. To solve this problem, they started to shrink-wrap the books. No we come back to the same problem we had with pre-bagging: do I open the bag or not? Now, some companies ship their books in a cardboard box designed to hold just one book. Now you also have people opening the box.

How can we solve this problem? As I suggested earlier, let's have some official rules. Then print these rules and sign it in Geneva. We will invite CNN to cover the event and we will call it the first ever comics treaty. Think of how many comics' lives may be saved by this treaty.

Thank you for your time, it's been fun. Get well Patrick.

X-FORCE, WEB OF SPIDER-MAN, GHOST RIDER, and ONEG THE PROBER ™ & © 1992 Marvel Entertainment Group.

WIZARD NEWS

THE INSIDE SCOOP ON THE WORLD OF COMICS

Whilce Portacio Comes To Image Comics Press

WetWorks Scheduled For Halloween Release

Whilce Portacio first came to the attention of comic fans as the inker for Art Adams on *Longshot.* Since then, he's had memorable stints on *Alpha Flight, Punisher, X-Factor,* and of course, *Uncanny X-Men.* According to Publisher Dave Olbrich, Whilce's new Image book, *WetWorks,* debuts this October, "closing the first wave of Image books created and produced by the founding creators."

WetWorks will be getting a special premiere in the pages of Jim Lee's *WildC.A.T.s: Covert Action Teams. WildC.A.T.s* #1 will feature a WetWorks pin-up, issues #2 and #3 will feature WetWorks back-up stories and the back-up story in #3 will take readers directly into *WetWorks* #1.

According to Portacio, in *WetWorks,* "Team 7 is America's deadliest strike force. They're trained to fight the war against international terrorism in the black world of covert operations--Jackson Dane and his Team have never lost a fight...yet." During the course of their next mission, they will be transformed from highly trained soldiers into nearly invulnerable warriors of steel. Unfortunately, this mission will also mark the start of a deadly war against monstrous enemies straight out of Man's deepest fears and darkest nightmares!

Portacio said that he's always wanted to do a story about a futuristic military team. "The actual details and substance of *WetWorks* came about through the collaboration, the arguments, and the hair-pulling sessions with my friend Brandon Choi," Portacio said. Choi co-created *WetWorks* with Portacio. "I like the concept of humans rising to superhuman proportions."

WetWorks consists of a four-squad team. There are two strike-teams, each made up of two people. Strike Team One is made up of Dozer and Grail. Strike Team Two is made up of Jester and Claymore. "These people are highly trained for combat," Portacio said. "They're privy to the new high-tech weaponry and hardware, but they are human. So they have a special form of bullet-proof protection. It goes on in such a way that they look normal, but they cannot be hurt." In addition to the strike teams, there is a Recon Unit headed by Pilgrim, and a Command and Communications Unit, headed by Dane (team leader) and Mother.

Find out more in October in the three-issue Image mini-series *WetWorks,* which is co-created and co-written by Portacio and Choi, pencilled by Portacio, inked by Scott Williams, colored by Joe Rosas and lettered by Mike Heiser.

WetWorks ™ & © 1992 Whilce Portacio.

Prof. X Shot

In this fall's mutant crossover, "The X-Ecutioner's Song," Prof. Charles Xavier will be shot by a man who may or may not be the ex-leader of X-Force, Cable! With both the mutant and non-mutant worlds in an uproar, events are set in motion that will pit Marvel mutant teams against one another, and begin a cross-country search for the mystery man known as Cable. To make matters more tense for the mutant heroes, Scott Summers and Jean Grey are kidnapped.

To hunt down Cable and bring him in, X-Men members Wolverine and Bishop will team up to begin the hunt, as the government-funded X-Factor team is sent to capture the now-leaderless X-Force. Will Cable be brought in? And how do Stryfe, Apocalypse, and Mr. Sinister fit into all of this? Check out "The X-Ecutioner's Song" in *Uncanny X-Men* #294-296, *X-Factor* #84-86, *X-Men* #14-16, and *X-Force* #16-18. Each issue will come polybagged with a limited edition Skybox "X-Ecutioner's Song" trading card.

Marvel Masterpieces On Its Way

Riding hot on the heels of the X-Men and Marvel Series III trading cards comes the "Marvel Masterpiece" set from Skybox International. These lavishly painted cards (by Joe Jusko) will feature lifelike renderings of your favorite Marvel characters such as Spider-Man, Ghost Rider, Wolverine, and the Punisher. Set for a mid-October release, this 100 card (and 5 premium card) set looks to be a real gem.

More news from Skybox is the release of the special 12-card set to be released with this fall's mutant crossover, "The X-Ecutioner's Song" running through the X-titles. Each book will come polybagged with one of these exclusive trading cards.

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Dracula Comic From Topps Coming Soon

The first Topps Comic will be a four-issue adaption of Francis Ford Coppola's forthcoming Dracula film. Dracula is Columbia Picture's major fall release with an opening currently set for Halloween. The comic adaption will be written by Roy Thomas, pencilled by Mike Mignola and inked by John Nyberg. The first issue of the series will be on sale one month before the film's release. Topps plans to release exclusive trading cards that will be bagged with each issue of the series. These cards will complement a full set of premium cards which will be available to the direct market only.

Also coming soon from Topps will be trading cards featuring *Batman: The Animated Series*, and a line of Image Comics trading cards.

artwork © 1992 Columbia Pictures Industries, Inc. Article from Tom Flinn, *Internal Correspondence*, Capital City Distribution.

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"The Competition"

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Todd Loren, Publisher of Revolutionary Comics, Found Dead

Todd Loren, the founder/editor/head writer and publisher of Revolutionary Comics, was found dead in his San Diego home on Thurday afternoon, June 18th. He had been stabbed to death by person(s) unkown. At the present time, little is known for sure, though the police are following strong leads and it is likely that Todd's death is unrelated to any problems incurred as the publisher of a controversial line of comic books.

Work at Revolutionary will continue according to Todd's well laid out plans, and according to schedule. Todd's longtime business partner (and father) Herb Shapiro will continue in his capacity as resident guiding light, and the company staff is banding together to assure that the groundbreaking company Todd created on a dream and a shoestring continues its established momentum. Todd's death is doubly saddening when one considers that his Revolutionary line is just enjoying its full flowering, recently winning massive newsstand distrobution and positive coverage in the mainstream media, including Entertainment Tonight, MTV and numerous magazines and newspapers.

In his life and his business endeavors, Todd was maverick and daring, never afraid to thumb his nose at those who would condemn his work (often sight unseen). Revolutionary Comics, like any publication, has had some misses as well as hits, and his unwavering opinions and drive certainly earned him as much criticism as praise since he started his company in 1989. Such is the case with any true visionary. In a year all too riddled with the passings of pioneers in the comic field, the death of Todd Loren is to be mourned, and his presence will be sorely missed. His work, however, will continue, and his company will improve and grow according to his wishes. Letters, cards, etc. may be forwarded to:

Revolutionary Comics
3841 4th Avenue, Suite 229
San Diego, CA 92103

Jim Lee On Tour

To celebrate the first day of release of his new Image Comic, Jim Lee will sign copies of *WildC.A.T.s* #1 in New York, Chicago and Los Angeles. The first 1,000 copies sold at each location will include a signed and numbered (limited-edition) First Day of Issue Certificate commemorating the event. Tour stops are as follows:

Wednesday, Aug. 5th, 9pm to Midnight: Jim Hanley's Universe, 126 West 32nd Street (between 6th & 7th Aves.), New York (212-268-7008 for info).

Thursday, Aug. 6th, 11am-2pm: Moondog's Comicland, Randhurst Shopping Center, 999 Elmhurst Rd, Mt. Prospect, IL (708-577-8668 for info).

Thursday, Aug. 6th, 6pm-9pm: Golden Apple, 7711 Melrose Avenue (four blocks east of Fairfax), Los Angeles (213-658-6047 for info).

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June 18, 1992

To all Retailers,

As highlighted in the September issue of Marvel's 1992 SALES TO ASTONISH, Marvel Comics and the U.S. Committee for UNICEF want to increase awareness of the need to raise money for children in the developing world. As part of this program, we're offering a special Spider-Man comic entitled, THE TRIAL OF VENOM. THE TRIAL OF VENOM will come polybagged with a foldout poster and feature a 10-pt cover with metallic ink. It is written by fan-favorite Peter (THE HULK) David and drawn by Jim Craig, and Dan & David Day. This comic is only obtainable through a direct mail offer in the Marvel titles available this September. Anyone who sends in a coupon or a facsimile along with a check of at least $5 to the United States Committee for UNICEF will receive this comic.

To help you alert your customers to this special Spider-Man comic, Marvel will be shipping you a special promotional poster detailing the program, as well as facsimile coupons for you to give to customers who can't bear to take scissors to comics. As well, Marvel and UNICEF will be shipping free UNICEF boxes to your store. These boxes are small and unobtrusive and can be easily displayed next to your cash register. Once they are filled, simply count the change and make out a check to the United States Committee for UNICEF for the total.

We appreciate knowing that you'll display the UNICEF box along with the eye-catching UNICEF promotional poster (that you'll be receiving shortly) prominently in your store. We also want to thank you for pointing out this special Spider-Man comic to your customers. With your help, we know that this charitable program will be a success.

Thank you!

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THE BRAT PACK

Welcome to the Brat Pack, where every month The Wizard talks with three young teenagers, Adam Kama, Mike Cecchini and Phil Colligan. Here we hope to find out what the younger kids, the heart of the comic-reading world, think of the current trends, and consider why some books make it and others don't.

WIZARD: Let's go over the question most frequently asked by collectors: who's your favorite hero and why?
Mike: I'd go with The Flash, with Superman a close second.
WIZARD: Why Flash?
Mike: He has the coolest costume of all time, and his super speed power isn't completely impossible. Maybe I like him because I'm on Freshman track. My mile time is 5:23.
WIZARD: Phil, how about you?
Phil: Spider-Man or Batman. You can relate to them because they're human. They're really great characters.
Adam: It's a toughie. A cross between Sting [of *Harbinger*] and Iceman.
WIZARD: Pretty interesting choices.
Adam: Well, Sting could just blow you away; that's cool. Iceman I've always liked since I saw him on the "Spider-Man and his Amazing Friends" cartoon.
Mike: Oh, he was so lame on that show.
Adam: Well, my two are real human characters.
WIZARD: What do you guys think about the majority of the "hot" heroes being slightly bent? Think it's a bad thing that so many kids worship these murderous characters?
Phil: Kids like to read comics, but they're not going to read a *Punisher* and then blow away a bunch of drug dealers.
Mike: I agree to a certain degree. I know I wouldn't go and blow away someone after reading a *Punisher.* If someone were to go and off someone because they just read a *Punisher,* they were screwed in the head to begin with.
WIZARD: Does any company have better role models?
Phil: At face value DC, but even characters like the Punisher have morals, you just have to see them.
Mike: Spidey's a good role model. He has the most believable personality of any superhero ever created. Batman just doesn't click, Robin is sorta close... Nightcrawler is really good. He's a really different mutant, so he has to work through racism, and he keeps his sense of humor. He's not a dark, twisted psycho.
WIZARD: So what company do you think works the hardest for good role models?
Mike: Valiant. From what I can tell, Solar, Archer & Armstrong, whatever, they all are good role models.
Adam: No...
Mike: Yeah..they're all believable and they're all good people. Even X-O.
WIZARD: Think any company should be criticized for what they print?
Mike: Marvel, and sometimes DC.
WIZARD: If you mean mean books like Punisher or Lobo, those are the books that sell the best in today's market.
Mike: That bugs me.
Phil: If someone doesn't like a book: don't read it. I see no problems with characters like Wolverine or whatever. These guys aren't real.
WIZARD: Adam, before we started this month's Brat Pack talk, you were telling me about a problem you had in study hall with a bully. If you could relive that moment, having the abilities of say, Punisher or Superman to handle the situation in their respective styles, who would you choose?
Adam: Punisher. No doubt.
WIZARD: Mike?
Mike: Superman.
WIZARD: Any particular reason?
Mike: Absolutely. I'd humiliate him. I'd give him a poke in the head, knock him across the room, and have the undying admiration of every girl in school.
WIZARD: Phil?
Phil: Punisher. Definitely.
WIZARD: Why?
Phil: I'd just take care of him.
WIZARD: Interesting responses, should raise a couple of eyebrows.

Cover SHOTS

How well do you remember your covers? Below, you will find six pieces from covers published over the last year. Can you tell what covers they are from? Answers on page 165.

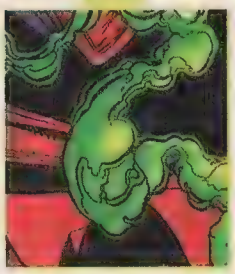
A

C

E

B

D



Word JUMBLE

Do you really know your stuff? I mean really know your stuff? The jumbles below, when properly unscrambled, form comic related words. Answers on page 165. *Example: RODDOM* *D R D O O M*

1. DRELAEVID
   _ _ _ _ _ _ _ _ _
2. TAMNAB
   _ _ _ _ _ _
3. MANNOIR
   _ _ _ _ _ _ _
4. TEDRAROP
   _ _ _ _ _ _ _ _
5. CROSTICRONT
   _ _ _ _ _ _ _ _ _ _ _
6. DHUNK
   _ _ _ _ _
7. HARMAK
   _ _ _ _ _ _
8. LOOB
   _ _ _ _
9. HEDAT
   _ _ _ _ _
10. STAGACLUT
    _ _ _ _ _ _ _ _ _
11. KROJE
    _ _ _ _ _
12. SAQARU
    _ _ _ _ _ _

Word SEARCH

How good are your eyes? Try to find all the words that are hidden in the Wizard puzzle. The words appear horizontally, vertically, diagonally, backwards, and every which way. Answers on page 165. Good Luck!

N	C	P	U	N	A	S	H	I	R	S	D	W	B	O	O	M	B	O	O	M	S	M	L
A	T	F	C	D	O	G	N	J	I	N	O	O	J	O	M	R	U	A	N	U	L	M	A
M	R	Y	M	O	P	U	L	R	O	N	I	O	G	O	P	S	L	U	G	I	E	O	R
L	O	I	S	T	W	A	M	A	O	R	K	D	T	I	T	R	E	E	V	K	V	C	E
M	H	L	A	A	A	P	T	A	I	G	U	G	A	A	T	K	I	I	S	Y	R	N	F
O	T	A	L	M	T	E	S	R	S	T	Y	O	R	E	A	R	N	R	R	L	A	I	L
O	C	K	V	U	G	N	O	N	R	T	S	D	R	R	A	G	E	H	I	F	M	R	A
B	E	O	C	N	R	P	K	I	L	U	E	E	D	M	L	D	U	V	R	A	N	E	H
M	E	G	A	R	A	K	B	N	I	S	G	R	L	A	N	D	I	E	U	S	I	G	T
O	L	O	R	V	R	B	S	D	T	I	T	H	S	E	S	E	X	N	G	H	A	A	N
O	R	R	D	O	L	E	A	R	T	A	T	E	F	O	C	I	M	E	T	R	T	C	A
B	S	R	N	E	T	R	O	R	E	I	R	E	N	N	F	E	T	O	E	H	P	E	P
W	P	O	U	O	R	Y	E	W	L	P	D	D	M	U	X	E	H	B	C	H	A	B	E
T	S	Z	K	T	E	G	O	E	I	R	U	R	O	T	C	E	V	T	H	A	C	N	T
H	A	E	L	R	Y	K	S	K	C	I	H	S	S	G	R	O	B	I	S	P	X	M	E
N	Y	Z	O	T	K	N	M	O	N	E	V	W	A	L	C	W	O	L	L	E	Y	O	W

1) Alf
2) Asp
3) Boom Boom
4) Cage
5) Captain Marvel
6) Celestial
7) Defenders
8) Dracula
9) Drake
10) Ego
11) Ewok
12) Feral
13) Fixer
14) Fly
15) Gareb
16) Gnort
17) Gorn
18) Hicks
19) Hoth
20) Hudson
21) Klaw
22) Kronos
23) Lee
24) Living Laser
25) Luna
26) Lupo
27) Masters of Evil
28) Mojo
29) Nuklo
30) Pantha
31) Psiborgs
32) Rage
33) Set
34) Slug
35) Star Destroyer
36) Super Skrull
37) Thor
38) Tribble
39) Tyger Tiger
40) Ulik
41) Vapor
42) Vector
43) Venom
44) Vertigo
45) Wong
46) Woodgod
47) Xemnu
48) Yellow Claw
49) Yukio
50) Zorro
51) Zot

I spoke last time of the quest for enlightenment, making it seem to be my only concern (it is, to an extent.) I failed to mention one of the Wizard's age-old sayings: "All work and no play makes the Wizard's apprentice a dull schmoe." The point is, while striving toward a goal, one must not forget to occasionally slow down, look around, and enjoy the small things in life. Although collecting comic books can be a tedious search for information and the best picks, it can also provide excellent entertainment. Many folks are currently collecting Valiant books, but not all take a few minutes to sit down and enjoy the books themselves. This is truly sad, for the *Valiant* titles are some of the best reading available in any medium. two of their upcoming books: *Harbinger* #10 and *H.A.R.D. Corps* #1 promise to be very good reads.

Harbinger #10 introduces two new team members : Daryl and Shetiqua. Though little has been revealed about their personal powers and roles in the group, anytime a new character is placed into a storyline, writers create a limitless new potential for plots and subplots. More importantly, from an collectible standpoint, #10 features features the first appearance of the *H.A.R.D. Corps.* This paramilitary group of combat veterans will be presented in their own monthly title beginning in September. A general axiom of the comic market is that first issues of popular characters tend to rise in value in proportion to their popularity. Therefore, if the new *H.A.R.D. Corps* title becomes a hot item, demand for *Harbinger* #10 should rise, and consequently, so should its market value.

Harbinger regular Jim Shooter provides the script for issue #10. While tending to gear this title toward a younger audience, Shooter is able to deftly handle mature subjects without downplaying their importance. This, I feel, is what makes *Harbinger* special. It is a fun title to read, yet it is also thought-provoking. David Lapham's pencils and Gonzalo Mayo's inks breathe visual life into Shooter's brilliant storytelling, providing readers with a truly outstanding comic book.

Valiant's newest title, *H.A.R.D. Corps*, promises to be another smash hit for two reasons: the attitude of the storyline and the creative team assigned to the project. *H.A.R.D. Corps* is Valiant's second team title. The storyline, while retaining the Valiant attitude, is geared toward a younger audience that seems to thrive on action-packed team books like Marvel's *X-Men.* The basic plot follows the efforts of an unknown international cooperative to harass corporate mogul Toyo Harada of the Harbinger foundation. Their agenda seems to be simply providing any and all possible opposition to the powerful Harada and his endeavors. The mysterious cooperative therefore begins a project to assemble a crack strike force. Three brain-damaged combat veterans are the core of the H.A.R.D. Corps. They receive cybernetic implants which allow them to simulate Harbinger-type powers. Enter Hammerhead, Shakespeare, and Gunslinger. The H,A.R.D. Corps' creators/financiers remain at odds with Harada as the title develops, but their identities remain secret.

The crossover potential with *Harbinger* is obvious. The Harbinger kids meet the H.A.R.D. Corps (as mentioned earlier) in *Harbinger* #10, and end up in a brawl in #11. Of course, all participants in this battle actively oppose Harada, so I'm sure it's all a small misunderstanding.

This title marks the reunion of two of the most dynamic plotters in comics: Bob Layton and David Michelinie. Although both have been writing separately for Valiant, this is the first time they have co-plotted since their glory days on Marvel Comics' *Iron Man*, bringing a brief period of success to a rather slow-moving title. The interior work will be provided by Valiant fan favorite David Lapham. Bob Layton, in addition to co-writing, will ink *H.A.R.D. Corps*, and newcomer David Chlystek, fresh from Knob Row, will do the coloring. The big news from an collectible point of view is that artistic giant Jim Lee of Image Comics will contribute a double gatefold cover for the first issue! This fact alone should significantly boost demand for *H.A.R.D. Corps* #1. Jim Lee's work has a built-in base of demand among conventional comic readers, as his popularity is at an all-time high. Valiant seems to be striving for artistic and audience diversity, and they have accomplished those goals here, big time.

This is the direction that Valiant needs to take. Their books currently appeal to a relatively older audience — college students and older adults. In order for Valiant to become a major competitor, they are going to have to appeal to the bulk of comic fans — younger people between the ages of 10 and 18. Marvel and DC have traditionally had a a virtual stranglehold on this audience, but some companies have recently begun to capture small portions of this market. *Harbinger* is currently the title that appeals most to the younger crowd, so it serves as a great jumping-off point for *H.A.R.D. Corps* #1.

Remember, comic book collecting can provide great return if done wisely, but don't forget that it is a fun hobby also Many of the comics of today are quite different from the traditional "funny books" that most people envision when they think about comics. Generally out of the mainstream entertainment industry, comic books are really only enjoyed by a select few lucky and (above all) wise individuals. So take a few minutes and enjoy.

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Oh, sure. Everyone knows who Wolverine and Superman are, but how much do you really know about comics? Can you--can *anyone*--score a perfect 30?? (no fair peeking in the price guide for clues!) Answers on page 165.

How well do you fare?

score	rank
0-6	Beginner
7-12	Novice
13-18	Amateur
19-24	Professional
25-29	Know-it-all
30	Super-Geek

1) In the Valiant Universe, Geomancers can...
A) Control unliving things
B) Hear unliving things talk
C) Predict the weather
D) See through walls

2) Ares is the god of...
A) Hate
B) War
C) Destruction
D) Anger

3) Which of the following characters has never been a member of the Legion of Super Heroes?
A) Matter Eater Lad
B) Shrinking Violet
C) Timber Wolf
D) Energy Girl

4) In the movie "Aliens," what was Newt's real name?
A) Jamie
B) Rebecca
C) Sarah
D) Ilana

5) Ani-mator was responsible for the death of which New Mutant?
A) Cypher
B) Warlock
C) Mirage
D) Karma

6) In the 30th century, the Silver Surfer may be known as...
A) The Keeper
B) The Wanderer
C) The Herald
D) Dave

7) What is the color of Spawn's eyes?
A) Black
B) Blue
C) Red
D) Green

8) Before she became Catwoman, Selina Kyle was a:
A) Waitress
B) Secretary
C) Prostitute
D) House Painter

9) Solar melted which hero during Unity?
A) Shadowman
B) Sting
C) the future Eternal Warrior
D) Rai

10) The X-Men's Forge has a bionic _____ leg?
A) Left
B) Right
C) Glowing
D) Adamantium

11) Which of the following characters was first introduced in the pages of Spider-Man And His Amazing Friends and later introduced into the mainstream Marvel Universe?
A) Firestar
B) Star Fire
C) Firebird
D) big birds on fire

12) The parents of Archer from *Archer & Armstrong* were:
A) Crooked FBI agents/Murderers
B) Tax evaders/Murderers
C) Bank Robbers/Kidnappers
D) Child Molesters/Murderers

13) Who's that kid with the Oreo cookie?
A) Florence Henderson
B) William Frawley
C) J'onn J'onzz
D) It really doesn't matter—everybody loves an Oreo

14) Loo, who killed Lobo in *Lobo's Back* #1, was helped by his brother...
A) Feecees
B) Stain
C) Odd odor
D) Rock butt

15) Spider-Man has never battled...
A) Juggernaut
B) Lex Luthor
C) Brother Power
D) All of the above

16) The Iron Man who battled in Secret Wars was...
A) Tony Stark
B) Obadiah Stane
C) James Rhodes
D) Richard Rhodes

17) How long are Wolverine's claws?
A) 6 inches long
B) 8 inches long
C) 10 inches long
D) 1 foot long

18) The Sandman is better known as...
A) Morpheus
B) Wesley Dodds
C) William Baker
D) All of the above

19) Who was the original leader of Justice League Europe?
A) Green Lantern
B) Captain Atom
C) Elongated Man
D) Metamorpho

20) Which of the following characters dented Adamantium at one time?
A) Thor
B) Wonder Man
C) Iron Man
D) She-Hulk

21) Just about every woman in comics is a beautiful model because:
A) Most comic artists are guys
B) That's how it is in real life
C) Who wants to look at ugly chicks?
D) Both A & C

22) The Jack of Hearts is a descendent from what group of aliens?
A) Thanagarians
B) Contraxians
C) Khunds
D) Coneheads

23) Which of the following characters is not an Elder of the Universe?
A) In-Betweener
B) Grandmaster
C) Champion
D) Obliterator

24) Gilgamesh is also known as...
A) Hercules
B) The Forgotten One
C) Jason (of the Argonauts)
D) Beowulf

25) Known for yelling "Crom!"
A) Thor
B) Red Sonja
C) Conan
D) Solomon Kane

26) Responsible for the death of Serpent Society's member Sidewinder:
A) Modok
B) Scourge
C) Leader
D) Mr. Jip

27) The demon D'Spayre was partly responsible for the creation of what two Marvel heroes?
A) Cloak & Dagger
B) Jerry & Mick Jagger
C) that Viking Hagar
D) Rob, the grocery store bagger

28) Which of the following characters has an Adamantium reinforced skeleton?
A) Crossbones
B) Anaconda
C) Bullseye
D) Armadillo

29) Blaastar is from:
A) The New Universe
B) The Negative Zone
C) The Blue Area of the Moon
D) The Microverse

30) Which of the following characters is not a member of WildC.A.T.s?
A) Photon
B) Zealot
C) Grifter
D) Maul

Anything Else Is Incomplete

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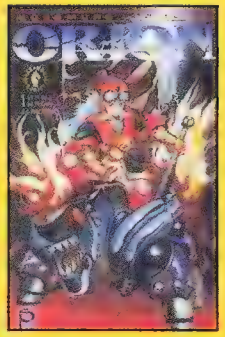

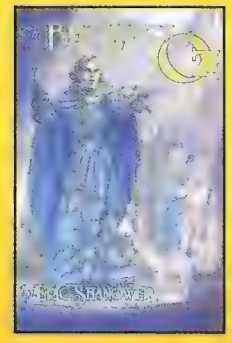

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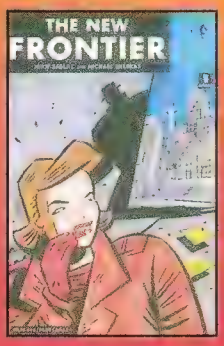

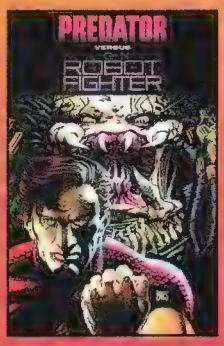

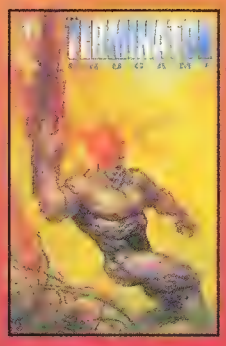

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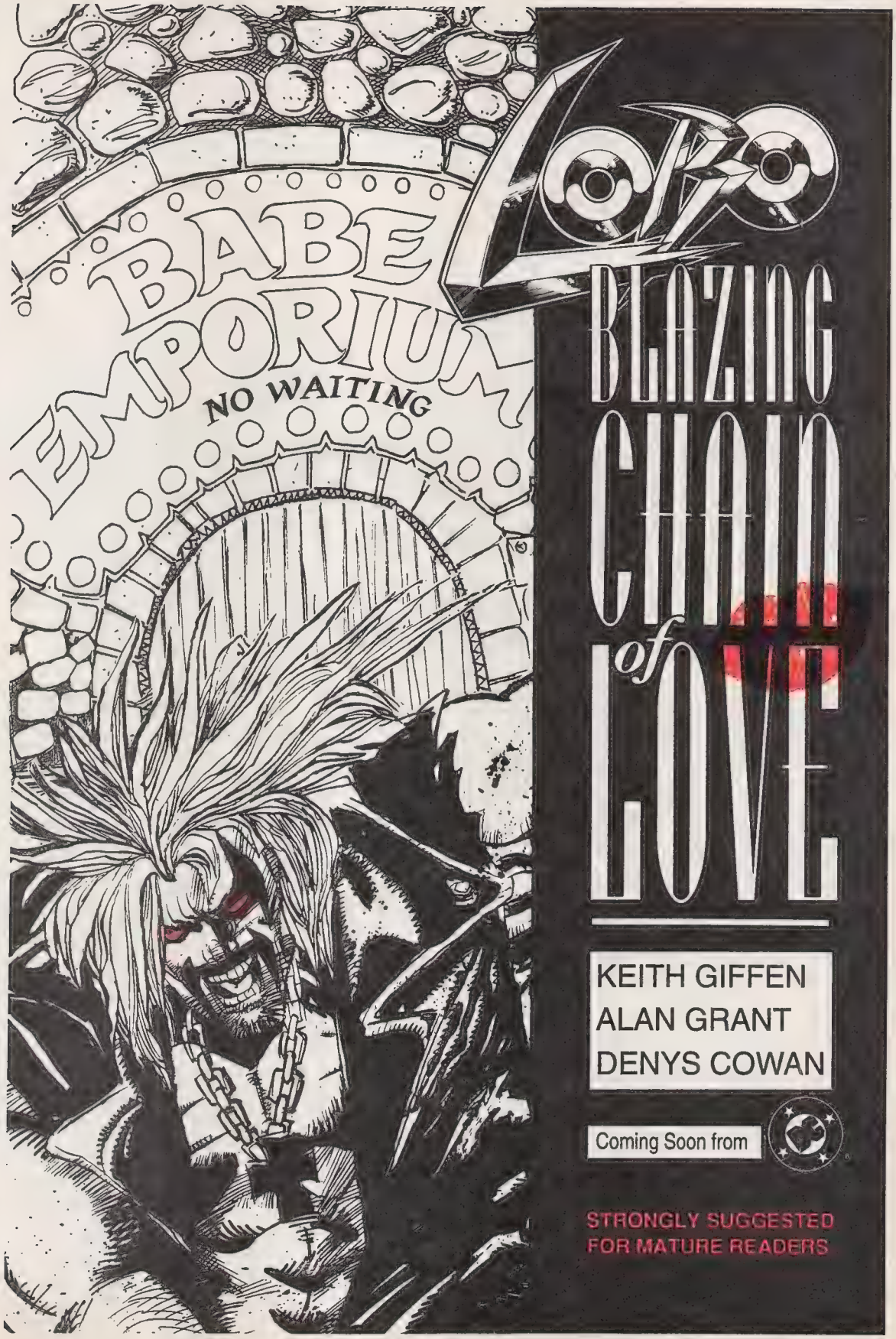
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Second Prizes (25):

An autographed Cyberforce prism card by Marc Silvestri or a Todd McFarlane autographed Spawn prism card. *YOUR CHOICE!*

Third Prizes (35):

A limited edition Gold Youngblood #0 trading card or a copy of the 1991 Wizard #1 Comic Con Special. *YOUR CHOICE*!

Congratulations

to the winners of April's *X-Force* contest:

Grand Prize:
Chris Terese (age 13)- Chalmette, LA
First Prize:
Aaryn Jones (age 14)- Scarborough, Ontario, Canada
Daniel Krupp (age 14)- Dollard des Ormeaux, Québec, Canada
Devon Lawrence (age 15)- Hampton, VA
Alan Mok (age 15)- Mt. Kisco, NY
Skylar Primm (age 10)- New Orleans, LA
Second Prize:
Scott Ackland (age 20)- Burnsville, MN
Robert Banks (age 22)- Monte Vista, CO
David Blango (age 12)- Washington DC
Matt Ives (age 10)- San Jose, CA
Benjamin McPherson (age 8)- Chicago, IL
Arturo G. Operario Jr. (age 21)- Metro Manila, Philippines
Michelangelo Retana (age 14)- Chicago, IL

№ 13

1. The cop who befriended The Savage Dragon:
2. Spawn's real name:
3. If Shadowhawk gets a hold of you, say goodbye to your...
4. They're the Action Team that's Covert:
5. The first Image title:
6. Drew the cover to *Wizard* #3:
7. Villain from *Spawn* #2:
8. The company behind Cyberforce:
9. He's really right-handed:

For a contest this cool, we just had to make it a little tougher. So instead of a measly 8 or 9 word scramble code this time around, try this 16-letter, 2-word mystery on for size. To make it one step more difficult, we're only giving you half the clues. Now hold on, don't freak out! For the other half of this brain-teaser, check out the pages of Cyberforce #2, on sale soon. Pretty sneaky of us, huh? So you'd better get started dude, the clock's tickin'...

Contest Rules

Answer the questions in the boxes supplied. In each answer you will find a circled letter. After you have completed all the questions, the circled letters from the answers, added to the letters from the answers found in *Cyberforce* #2, when unscrambled, will form the Contest Code Word. Write this word on the official entry form found in *Cyberforce* #2 or a 3x5 index card.

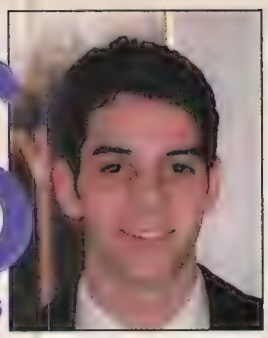
No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, Image Press, and their immediate families.

Grand prize winners: Time and arrangements will be coordinated with the winner as to be conveniant for all parties involved. Trip must be taken within one (1) year after prize winner is announced. Trip is non-transferable and no cash equivalent will be given. Grand prize winner must be accompanied by a parent or legal guardian if under 18 years of age.

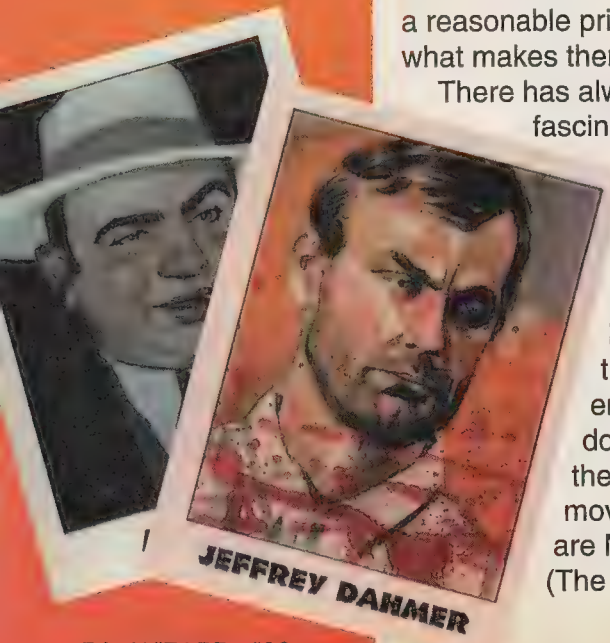
For further rules, regulations and the entry form, see *Cyberforce* #2.

The Wizard Of Cards

By Stephen Shamus



The "True Crime" and "Thee Dollhouses" trading card sets have started a trend where card sets feature nudity and criminals.



There is a very new and disturbing fad that has entered the card market as of late that I would like to talk about. These cards are of murderers, G-Men, and pornographY. People have gone even so far as to release pornographic hologram cards.

The murderer cards are very interesting reading, but do we really need these criminals on their own cards? There seems to be a fascination with such criminals as Jeffrey Dahmer, Charles Manson, David Berkowitz, etc.

People want to know how these people think, act, and commit their crimes, and these sets offer all that information at a reasonable price, which is what makes them popular.

There has always been a fascination with Mafia members, as well, and this fascination has also translated into entertainment dollars. Some of the most popular movies of all time are Mafia movies (The Godfather series, Goodfellas, Untouchables, Scarface). Again, these cards offer information on such notables as Al Capone, "Machine Gun" Kelley, and "Pretty Boy" Floyd. There is an aura surrounding these Mafia men that make their cards an interesting set.

The pornographic sets are different, much different from anything that's been seen. It all started when a set entitled "Thee Dolls" was printed. It contained nude women in all kinds of poses from scuba-diving to oil painting. The packs offered interesting stats ranging from hobbies to the womens' measurements. This set was so popular that more companies jumped on the bandwagon. Now there are about four or five sets of this nature. You must be 18 years of age or older to purchase these sets; however, that's never stopped anyone before.

In other non-sports card news, the Marvel III cards are hot hot hot!!! These are flying off dealers' shelves everywhere and the colored holograms are extremely popular. The sales on DC cards have slowed down tremendously because of Marvel III cards and also due to the absence of Batman and its related characters.

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Toying Around

With Brian Cunningham

I've got good news and bad news. The bad news is that there will be no "big-deal contest" in this issue. Unfortunately, we're ironing out the details, and hopefully it'll be here in the next couple of issues. (Believe me, if we run this contest, it'll blow you away!) The other bit of kinda bad news is that the expanded new part of this section is also not in this issue. BUT - it will be seen in Wizard Special #1 out this month! Check it out, 'cause people will be talking about it for a long time.

The good news is that in this very article I will be answering big-deal questions that took months of investigative reporting. NOW IT CAN BE TOLD!

Question #1) What is the creative process in making action figures?

If you're a Wild Agent of Marvel, you already know the answer to this one. If you're not, I'll give you the example Marvel gave involving the new X-Men/X-Force figures. First, representatives from Toy Biz (the manufacturer) and Marvel met. Included were Marvel's licensing people as well as X-editor, Bob Harras (just to make sure that Warpath didn't have cream pies as weapons). Both sides talked about which characters to use, what weapons they carried, and what neat "features" were possible with modern technology. Next, Marvel had freelance artists draw up Marvel Universe-type drawings of all the characters used, and sent them to Toy Biz. Toy Biz, in turn, checked over everything and shipped the designs off to China, where the actual figures are put together.

Question #2) Are there any plans for Valiant to license out their characters to a toy company?

Joey Hughes of San Antonio, Texas asked me to pose this question to Jim Shooter, so I did. (Hey - I aim to please, folks!) I had the sincere pleasure of talking to Mr. Shooter at a local convention, and he said that Valiant was sure thinking about it. He added that he did not want to make the same mistakes that Marvel made when they first started getting popular in the, 60s. He said that Marvel used to let anybody have the license, which led to horrible looking merchandise. (For those of you who do not know this, many toy companies back then did not respect the costumes the heroes had, and messed around with them as they saw fit.) I told Mr. Shooter that many readers voted for Valiant characters in my "Top 10 most wanted" list, and he was pleased as punch to hear it, (and so was I, since I'm a huge Valiant fan). Oh, and before I forget, he said a friend of his made him a Magnus action figure. How about that!

3) What are DC's future plans for possible action figures?

It seems even DC doesn't know the answer to this one, because big ol' Warner Brothers makes these decisions. DC did, however, tell me what they do know. Just when you thought you've seen enough Batman figures, Kenner is coming out with a new toy line based on the Batman animated series due this fall. Also, there are only rumors on the next "big" project. Some DC people speculate it will be Superman and others think there will be a big push for Plastic Man. But they're only rumors, folks.

SOLAR ™ & © 1992 Western Publishing Company.

Figures of Speech ...

Guess what? We've got a winnah! The name is "Figures of Speech" submitted by Chad E. White of Dalton, GA. Congratulations, Chad, for winning a one year free subscription to Wizard! Remember, folks, to send you letters addressed to "Figures of Speech" now. On to your letters...

Dear Mr. Cunningham:

In issue #8's Toying Around, you have Ghost Rider listed as the #1 wish figure...and at the bottom of the page he's ranting that he has no figure of himself. This is not so. There was a Ghost Rider figure released in the mid '70s...I know...I have it. The thing consists of a red plastic stunt cycle with a blazing skull decal on each side of the full tank, a solid rubber Ghost Rider body molded in blue, and a Johnny Blaze and Ghost Rider head.

The unique thing about this was you could change him from Johnny Blaze to Ghost Rider by just switching heads!

It's not the best figure in the world and it does look kinda cheap, but it is a Ghost Rider figure and has been around for at least 15 years!

Tom Walker
Saugus, MA

Thanks, Tom! If you want, send me a photo of it and I'll print it!

Dear Brian,

I have been collecting *Wizard* since issue #8, and I must say, that I have been very happy with your column. However, to my knowledge you have not written an article and price guide for the most successful toy line of all time; the 3-1/4" tall G.I. Joe action figures and accessories. I would love for you to do one or more articles on them! I'm sure the readers would love it. Keep up the good work!

Your faithful, but greatly disturbed reader,

Name withheld by request.

It's in the talking stage right now. Perhaps later this year, if we're lucky. I'm still trying to squeeze in *Star Trek* first.

Dear Mr. Cunningham,

I heard that X-Factor figures are coming out. Is this true?

Charlo Sarmenta
Unionville, Ont. Canada

Only time will tell, Charlo. A Havok figure was scheduled to be released with this year's X-Men batch, but was bumped because of his costume change. If the new X-Force figures do well, I wouldn't be surprised if we saw an X-Factor series next year.

Top 10 most wanted action figures

1) Ghost Rider
2) Darkhawk
3) Lobo
4) Thanos
5) Adam Warlock, Galactus (tie)
6) Nightwing, Deathstroke (tie)
7) Nova, Beast (tie)
8) Rogue, Hawkeye (tie)
9) Psylock
10) Namor

Ghost Rider still leads the pack, with Darkhawk, Lobo and Thanos close behind. Gee, you'd think there'd be more than just Marvel & DC figures up there. Send your votes in today!

Create Your Own Figure Dept.

THE ORIGINAL X-MEN

This photo comes from a mysterious "name withheld by request." Can you believe those are Megos under there? Which ones, we can only guess, but he (or she) did a pretty good job. Doesn't the Beast look like he should be saying "GIM-ME COOK-IES! YOM-OM-OM-OM!"

Send your original figure photos to: Figures of Speech, Wizard Press, P.O. Box 648, Nanuet NY 10954-0648

From The Wizard's Hat

PICKS

Here's a listing of the hottest books shipping in August!

Shadowhawk #1

Artist: Jim Valentino
Writer: Jim Valentino
Release Date: August
Cover Price: $1.95

Tired of watching criminals parade in and out of the overworked, undermanned and overcrowded court system, Shadowhawk takes matters into his own hands. Ok, I know what you're thinking - "Oh man, not another Punisher wannabe...", no, not all. The 'Hawk handles lawbreakers in a most unique way. Instead of apprehending criminals and handing them over to the cops, or even just toasting 'em, the 'Hawk sentences them to life imprisonment by breaking their spines, paralyzing them for life. This ensures that they'll never commit another crime ever again, and forces them to live out the rest of their lives remembering their past deeds, and knowing there's no hope of them ever going back to a normal life again. Pretty grim stuff. As an added incentive to buy this new title, *Shadowhawk* #1 contains one of the seven send-away coupons needed for the super hot *Image Comics* #0 comic. Y'see, in every Image title shipping in August (*Shadowhawk*#1, *Cyberforce* #1, *Youngblood* #0, *Brigade* #2, *WILDC.A.T.S* #2, *Savage Dragon* #3 and *Spawn* #4), there will be a coupon that you use to get the aforementioned *Image* #0, which contains all new stories by McFarlane, Jim Lee, Liefeld, Larson, Silvestri and Valentino! Now that's a hot ticket!

SHADOWHAWK ™ & © 1992 Jim Valentino.

Cable #1

Artist: John Romita Jr.
Writer: Fabian Nicieza
Release Date: August 4th
Cover Price: $2.50

This month marks the debut of the two-issue Cable miniseries which should reveal a ton on Marvel's main mystery muchacho. It's written by Fabian Nicieza of *X-Force* and *New Warriors* fame, and drawn by John Romita Jr. of *Punisher War Zone* Fame. Each 48-page issue will reveal what caused the dissolution of the Wildpack (Cable's old team which consisted of Domino, Kane, Grizzly, Hammer and GW Bridge); what caused their intense hatred for Cable, and why Kane, a.k.a. the New Weapon X, is still hunting Cable. All that, plus Cable is hot on the trail of the Mutant Liberation Front, which is connected to a series of stolen goods, including certain artifacts that belong to the evil mutant Apocalypse. Cable's quest will lead him to a face-to- face confrontation with Stryfe, and will lead directly into this fall's mutant crossover, "The X-ecutioners Song". Cool.

Rai #0

Artist: Joe St. Pierre
Writer: Jim Shooter
Release Date: August
Cover Price: $2.25

Check out this mega cool issue that bridges the gap from 1992 (where most of Valiant's titles, like *Harbinger* and *Solar*, take place) to the year 4001, where *Magnus Robot Fighter* takes place. Not only that, but this issue features the origin of Rising Spirit, the hero who will be taking Rai's place after the original's death in the aforementioned Unity series. Featuring guest appearances by virtually every hero in the Valiant Universe, this is one issue that just can't be beat. And if you can't get enough of the Rising Spirit here, check out *Eternal Warrior* #4. And for more nifty stuff to read, check out *Harbinger* #11 for a crossover with .... brace yourself, this is weird... Elfquest...duh da duh!!! That should prove to be interesting. And for those of you who missed out on *Solar* #10 (that black-covered book), it's available again this month in a second printing. All very cool stuff, and gets the big thumbs up from the mighty Wizard H.Q.

CABLE ™ & © 1992 Marvel Entertainment Group. RAI ™ & © 1992 Voyager Communications.

Cyberforce #1

Artist: Marc Silvestri
Writer: Marc & Eric Silvestri
Release Date: August
Cover Price: $1.95

Yay, more Image stuff! For those of you who thrilled to Marc Silvestri's artwork in the pages of *Wolverine*, hold on to your hats 'cause Marc's stuff on *Cyberforce* is gonna knock you on your kiester. This premiere issue features the debut of a group of bionically enhanced team of mutants created by the Cyber Data Corporation for their own evil ambitions. Knowing that their employers are corrupt and care only for their criminal needs, the Cybers rebel from their self-styled "masters" and form a team for good. With knowledge taken from C.D.C., they start a race against their evil counterparts in a search for a ten-year-old mutant child with the ability to locate other mutants. In this race that holds mankind's future in the balance, Cyberforce will search the world over to make sure the good guys win. Each issue of *Cyberforce* #1 comes with one of the seven coupons redeemable for a copy of *Image Comics* #0, the special send away issue available only through this one time offer. This looks to be one of the better Image titles, and is eagerly anticipated.

Youngblood #0

Artist: Rob Liefeld
Writer: Rob Liefeld
Release Date: July 21st
Cover Price: $3.50

August certainly proves to be Image month as two new #1's see the light of day, and the mighty Rob Liefeld unleashes the origin of Youngblood and Shaft's first day on the job. This special origin issue predates the events in *Youngblood* #1, and is a must for all of Rob's fans. And while we're talking about *Youngblood*, let's help clear up a little grey area with the fans. Originally slated for a three-issue miniseries, 'Blood has now been extended to a five-issue series (including #0), and issue #4 will now feature the glow-in-the-dark cover originally planned for #3, which is a spill-over story from #2, and who's on first. I Don't Know, third base. Hommina hommina hommina. Now that that's all cleared up, let's move on to the redeemable coupon thing. In case you hadn't heard, every Image Comic released in August will have a coupon, when combined with the other six coupons, redeemable for a free copy of *Image Comics* #0. So grab your scissors and lick a stamp, there's gold in them thar comics!

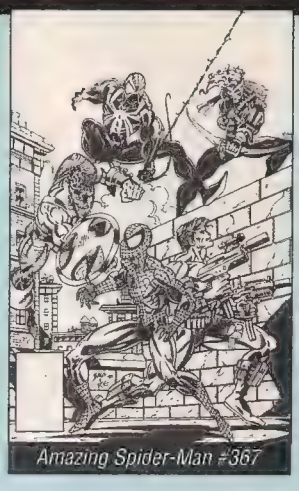
CYBERFORCE ™ & © 1992 Marc Silvestri. YOUNGBLOOD ™ & © 1992 Rob Liefeld.

MORE PICKS

Adv. of Superman Annual #4
DC Comics ***$2.50***
The Darkness Within—Superman's been Eclipsed, and it's up to Lobo to beat some sense into him.

Amazing Spider-Man #367
Marvel ***$1.25***
The suspense builds as Spidey fights the Red Skull and the Taskmaster. Also: Solo and an evil version of Spidey!

Archer & Armstrong #2
Valiant ***$2.50***
Ninja Nuns p2—When are two heroes investigate Eternal City, things will never be the same there again. Art by Barry Windsor-Smith.


Amazing Spider-Man #367

Darkhawk #20
Marvel ***$1.25***
Portals of Power pt 3—When Spider-Man and Sleepwalker suddenly vanish, Darkhawk faces the Brotherhood of Evil Mutants alone!

Dark Horse Comics #1
Dark Horse ***$2.50***
Dark Horse's new anthology series—including "Renegade" by Chris Claremont and Vince Giarrano. Also Robocop, Predator and Time Cop.

The Darkstars #1
DC Comics ***$1.75***
The Green Lantern Corps and L.E.G.I.O.N. now have help in their struggle against evil—the Darkstars! Art by Larry Stroman.

Batman Annual #16

Avengers West #87
Marvel ***$1.25***
When the AWC fall under the attack of a band of ex-Soviets in Alaska, Wolverine answers their call for help!

Batman Annual #16
DC Comics ***$2.50***
The Darkness Within—In order to stop the Eclipsed Joker, Batman must become Eclipsed himself!

Batman: Night Cries
DC Comics ***$24.95***
Batman and Commissioner Gordon must stop a killer whose set his sights on child abusers in this graphic novel.

Deathstroke #15
DC Comics ***$1.75***
Total Chaos pt 4 of 9—With Slade in critical condition, his only hope lies in his long-lost love, Princess Sweet Lili.

The Demon #28
DC Comics ***$1.75***
Political Asylum p3 of 4—When presidential candidate Etrigan is almost assassinated, he falls under Superman's watchful eye.

Eclipso: The Darkness Within #2
DC Comics ***$2.50***
Eclipso calls his Eclipsed heroes to the moon to rally against Vril Dox's and Hawkman's offensive in this hero-vs-hero smash-finale.

Batman: Sword of Azrael #1

Batman: Sword of Azrael #1
DC Comics ***$1.75***
Introducing Azrael, the enforcer for the semi-secret Order of Saint Dumas, and from Europe they've involved the Batman!

Brigade #2
Image ***$1.95***
Brigade takes on Genocide in a story that launches the team into their first outer-space adventure.

Cage #7
Marvel ***$1.25***
Evil and the Cure p3 of 4--When Cage tries to stop the evil of Power-Man Steele, the Avengers West misunderstand and attack.

Batman: Night Cries

Eternal Warrior #4
Dark Horse ***$2.25***
Gilad crashes into the headquarters of The One Great Enemy. Guest starring Rising Spirit, soon to get his own book.

Excalibur #55
Marvel ***$1.75***
Excalibur moves into Braddock Manor, but things get weird when Psylocke and Jamie Braddock come to visit.

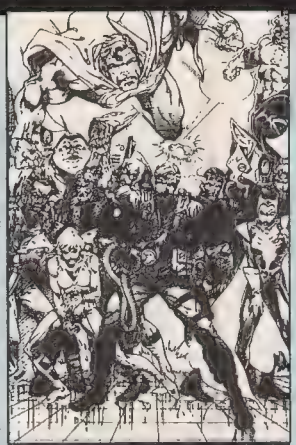
Ghost Rider #30
Marvel ***$1.75***
As Dan Ketch slips closer to death, he drags Ghost Rider into Nightmare's realm. Also, more on Ghost Rider's origin!

MORE PICKS

Green Lantern: Mosaic #5
DC Comics ***$1.25***
When Hal Jordan visits Oa, he accidentally hurts John Stewart's fragile mind.

Grendel: War Child #1
Dark Horse ***$2.50***
Grendel returns in this tale of the kidnapping of Jupiter Niklos Assante, heir to the throne of the Grendel-Khan. Jupiter is worth a king's ransom, and the kidnapper is...Grendel!

Harbinger #11
Valiant ***$2.50***
The conclusion to the Harbinger vs H.A.R.D.Corps battle, and an Elfquest crossover (yes, Elfquest).


Eclipso: The Darkness Within #2

Magnus: Robot Fighter #18
Valiant ***$2.25***
E-7 plots to usurp Tekla to liberate the robots of North Am. Also: Mekman returns and Elzy vs Willow, round two!

Morbius #2
Marvel ***$1.75***
As Morbius continues to search for a cure to his vampirism, he's stalked by his old enemy—Simon Stroud!

New Titans #91
DC Comics ***$1.75***
Total Chaos pt 5 of 9—Phantasm returns just in time to see Lord Chaos blow Troia to bits!

Ghost Rider #30

Infinity War #5
Marvel ***$2.50***
Magus finally has the Infinity Gauntlet, but the Living Tribunal won't let it work! Also, Dr. Doom and Kang make their move.

Justice League America #67
DC Comics ***$1.25***
The mystery of the Bloodwynd is revealed as an alien spacecraft arrives.

Justice League Europe Annual #3
DC Comics ***$2.50***
The Darkness Within: The Eclipsed Power Girl, Green Lantern and Flash organize to destroy the JLE!

New Warriors #28
Marvel ***$1.25***
Introducing the villainy of Cardinal, and the debut of Turbo. Is she friend or foe?

Night Thrasher #1
Marvel ***$2.00***
Chord's kidnapping triggers Night Thrasher's worldwide quest to find him, and answers to the questions about his own past.

Nomad #4
Marvel ***$1.75***
Dead Man's Hand p8—Nomad fights the Slug. Guest starring the Punisher and Daredevil.

Legends of the Dark Knight #38

Legends of the Dark Knight #38
DC Comics ***$1.75***
It's true, the Bat-Mite returns in this real story—not an imagination, not a hoax—it's really the Bat-Mite.

L.E.G.I.O.N. '92 #46
DC Comics ***$1.50***
While Lobo and Hal Jordan manage 24 million homeless aliens, Vril Dox looks after the possessed Captain Comet.

Lobo: Infanticide #1
DC Comics ***$1.50***
When Lobo's bastard offspring organize to frag him, but can't find him, they manage to get him drafted into the army!

Morbius #2

Punisher War Zone #8
Marvel ***$1.75***
The team-up between Punisher and a female cop continues as they search for a rapist in Central Park.

Robocop vs Terminator #4
Dark Horse ***$2.50***
Stranded in the future, Robocop launches a full-scale attack on the forces of Skynet! By Frank Miller and Walt Simonson.

Savage Dragon #3
Image ***$1.95***
Savage Dragon vs Bedrock of Youngblood!

MORE PICKS

Shadowman #7
Valiant ***$2.50***
Shadowman finally meets the other creature of the night in combat. All of his powers are at stake!

Shadow of the Bat #5
DC Comics ***$1.50***
When a recovered drug addict tries to help his girlfriend kick the habit, Batman must decide between justice and the law!

Silver Sable #5
Marvel ***$1.25***
Silver Sable finds herself fighting Dr. Doom's doppelganger and the Doombots!

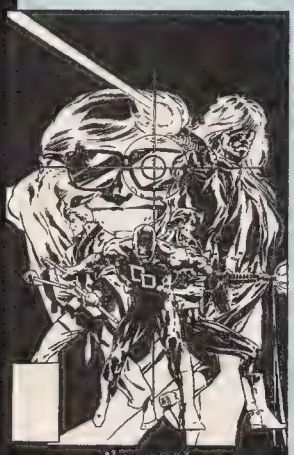
New Warriors #28

Uncanny X-Men #293
Marvel ***$1.25***
Callisto and Mikhail return to lead the Morlocks as the secret of Archangel's wings is revealed.

Warlock & The Infinity Watch #9
Marvel ***$1.75***
Galactus sends Gamora into Eternity to awake him from the trance Magus placed him in!

Web of Spider-Man #93
Marvel ***$1.25***
Moon Knight guest-stars in the beginning of this whole new adventure featuring the villainy of Jason Macendale, a.k.a. the Hobgoblin!

Solar, Man of the Atom #15
Valiant ***$2.25***
Solar's battle against Bender reaches a turning point.


Nomad #4

Spawn #4
Image ***$1.95***
Spawn learns of the hatred focused on the homeless, as he is forced to choose how to best use his powers.

Spirits of Vengeance #3
Marvel ***$1.75***
Ghost Rider and Blaze are hot on the trail of one of Lilith's servants in this Midnight Sons tie-in.

WildC.A.T.s #2
Image ***$1.95***
When the Daemonites get close to the presidency, Emp sends his WildC.A.T.s to uncover the alien threat!

Wolverine #62
Marvel ***$1.75***
This issue explores Sabretooth's relationship with Wolverine, Jubilee's devastating secret, and the mysterious Maverick.

X-Factor #83
Marvel ***$1.25***
When X-Factor and X-Force both arrive in Genosha to meet the, they fight each other!

Superman, the Man of Steel #16

Star Wars: Dark Empire #5
Dark Horse ***$2.95***
When Leia is captured by the Emperor, she learns that he not only has Luke Skywalker under the Dark Side's power, but he's using the Jedi Holocron!

Superman, Man of Steel #16
DC Comics ***$1.25***
Crisis at hand p1 of 2— Despite Superman's intervention, a case of wife-beating continues in his apartment building.

Terror Inc. #4
Marvel ***$1.75***
Terror and his new ally, Hellfire, must take down the evil Barbatos and uncover Hellfire's mysterious past!

Web of Spider-Man #93

X-Force #15
Marvel ***$1.25***
When Cable leaves the X-Force, the team must choose if they will lead themselves, or return to Professor Xavier.

X-Men #13
Marvel ***$1.25***
Professor Xavier stands alone against Hazard, the man who knows his father's identity.

X-O Manowar #10
Valiant ***$2.25***
Major modifications are made to the X-O Manowar armor as Aric returns from the past.

TOP 100 JULY-1992

Here's the list for July...the countdown of the top selling titles sold as reported by Diamond Comic Distributors, Inc.

1 WildC.A.T.s #1
2 Spider-Man #26
3 Brigade #1
4 X-Men #12
5 Spawn #3
6 Morbius #1
7 Uncanny X-Men #292
8 X-Force #14
9 Infinity War #4
10 Spirits of Vengeance #1
11 Ghost Rider #29
12 Amazing Spider-Man #366
13 Wolverine #60
14 Wolverine #61
15 Savage Dragon #2
16 X-Factor #82
17 Lobo: Blazing Chain of Love #1
18 Lobo's Back #3
19 Lobo's Back #4
20 Warlock & The Infinity Watch #8
21 Punisher War Zone #7
22 Incredible Hulk #397
23 New Warriors #27
24 Silver Sable #4
25 Captain America #407
26 Robin Annual #1
27 Silver Surfer #72
28 Guardians of the Galaxy #28
29 Silver Surfer #71
30 Fantastic Four #368
31 Punisher #70
32 Punisher #71
33 Robocop vs Terminator #3
34 Legends of the Dark Knight #37
35 Marvel Comics Presents #111
36 Marvel Comics Presents #110
37 Captain America #406
38 Captain America #407
39 Web of Spider-Man #92
40 Spectacular Spider-Man #192
41 Cage #6
42 New Warriors Annual #2
43 Tekworld #1
44 Excalibur #54
45 Darkhawk #19
46 Punisher War Journal #46
47 Alpha Flight #112
48 Quasar #38
49 Batman #484
50 Doctor Strange #45
51 Team Titans #1 (Terra)
52 Daredevil #308
53 Next Men #6
54 Team Titans #1 (Nightrider)
55 Team Titans #1 (Mirage)
56 Team Titans #1 (Redwing)
57 Team Titans #1 (Killowat)
58 Batman Gallery #1
59 Wonder Woman #13
60 Detective Comics #650
61 Detective Comics #649
62 Thor #451
63 Deathlok #15
64 Alien 3 Movie #2
65 Moon Knight #42
66 Alien 3 Movie #3
67 Fantastic Four Annual #25
68 Deathstroke #14
69 Thor Annual #17
70 Avengers Annual #21
71 Captain America Annual #11
72 Avengers #352
73 Avengers #353
74 Namor #30
75 Digitek #1
76 New Titans #90
77 Deathstroke Annual #1
78 Iron Man #284
79 New Titans Annual #8
80 Avengers West Coast #86
81 Warheads #4
82 Sandman #41
83 What If? #41
84 Harbinger #10
85 Green Lantern #28
86 Green Lantern #29
87 Heckler #1
88 Justice League Europe #42
89 Archer & Armstrong #3
90 Justice League America #66
91 Superman #71
92 Green Lantern: Mosaic #4
93 L.E.G.I.O.N. '92 Annual #3
94 Guy Gardner: Reborn #3
95 Superman: Man of Steel #15
96 Eternal Warrior #3
97 Sleepwalker #16
98 Action Comics #681
99 Adv. of Superman #494
100 Justice Society of America #2

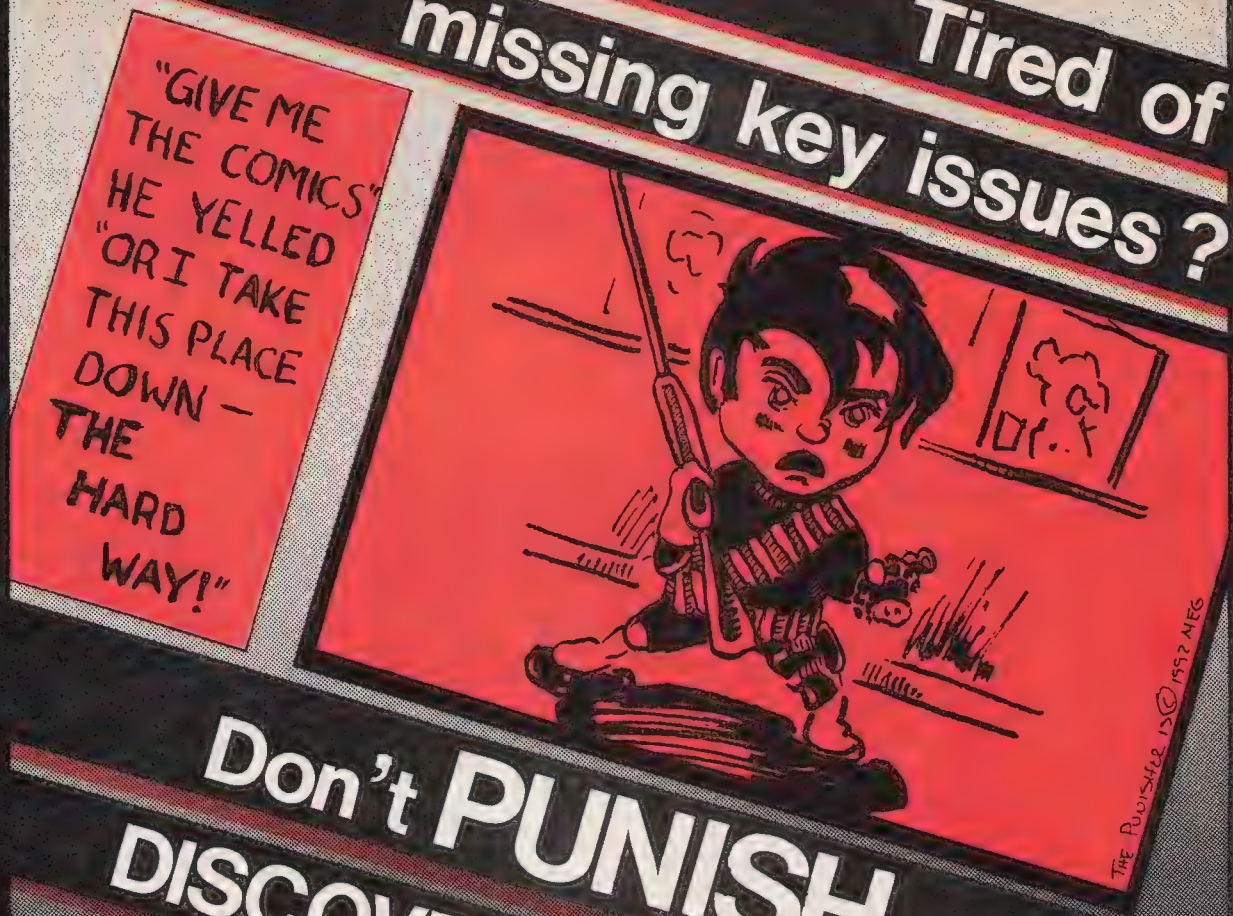
Who's In the TOP 100?

	# books in top 10	# books in top 50	# books in top 100
Marvel	**7** (-1)	**39** (+2)	**57** (+0)
DC Comics	**-** (-2)	**6** (-1)	**32** (+6)
Valiant	**-** (+0)	**-** (+0)	**3** (-6)
Dark Horse	**-** (+0)	**1** (-3)	**4** (-2)
Image	**3** (+1)	**4** (+2)	**4** (+2)

GRAPHIC NOVELS & TPBs

1 Marvel Universe Master Edition #22
2 Cable TPB
3 Sandman: Season of Mists SC
4 Sandman: Season of Mists HC
5 Carl Barks Library Album #7
6 Carl Barks Lib. of Uncle Scrooge One Pagers
7 Wolverine: Rahne of Terra (reprint)
8 Terminator: Enemy Within collection
9 Spider-Man: Torment TPB (reprint)
10 Vampirella: Transcending Time & Space

Tired of missing key issues?



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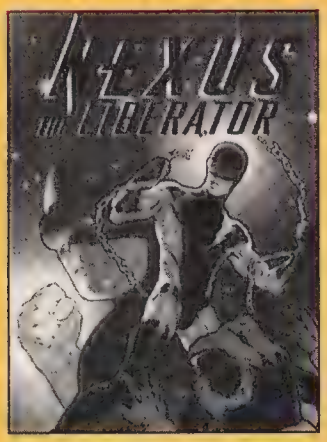
This Month's Number ONES

Comic book collectors place a great deal of importance on the #1 issues. Since it's tricky to determine whether a book will succeed, you have to choose your comics very carefully and wisely. #1 issues have been known to appreciate considerably when a series becomes very popular. Here we have compiled for you all the #1 issues shipping for August. Happy Hunting!

Fish Police #1
from Marvel



Nexus The Liberator #1
from Dark Horse

Superman Special #1
from DC Comics

Adolescent Radio-active Black Belt Hamsters Color Classics #1 Parody
Avenue X #1 Innovation
Batman: Sword of Azrael #1 DC Comics
Battron #1 New England
Big Numbers Print #1 Tundra
Cable #1 Marvel
Classic Felix #1 Felix
Classic Star Wars #1 Dark Horse
Completely Bad Boys #1 Fantagraphics
Cud #1 Fantagraphics
Cyberforce #1 Image
Dark Horse Comics #1 Dark Horse
Darkhold #1 Marvel
Darkstars #1 DC Comics
Deadworld: To Kill A King #1 Caliber
Desperadoes #1 Tundra
Dr. Radium: Man of Science #1 Slave Labor
Dracula: The Suicide Club #1 Adventure
Ehlissa #1 Highland
Elf Wars #1 Comax
Elfquest: New Blood Summer Special #1 Warp
Felix the Cat & Friends #1 Felix
Fish Police #1 Marvel
Frostbiter #1 Caliber
Godzilla Color Special #1 Dark Horse
Grendel: War Child #1 Dark Horse
Guy Gardner #1 DC Comics
Kilroy Is Here #1 Caliber
Lobo: Infanticide #1 DC
Maximortal #1 Tundra
Metropol A.D. #1 Marvel
Moon Knight Special #1 Marvel
Mr. Monster Attacks #1 Tundra
Nexus the Liberator #1 Dark Horse
Night Thrasher #1 Marvel
Omega Force #1 All Star
Onyx Overlord #1 Marvel
Protectors #1 Malibu
Ratman #1 Comico
Sgt. Rock Special #1 DC Comics
Shadowhawk #1 Image
Superman Special #1 DC Comics
Tarzan: Love, Lies & The Lost City #1 Malibu
Two-Fisted Tales #1 EC Comics
Vault of Horror #1 EC Comics
Weird Fantasy #1 EC Comics

The Bridge to the Future!

RAI™ #0

The story that lays the foundation for the VALIANT™ Universe for centuries to come, linking the world of today to 4001! The **origin** of **Rising Spirit™**! Guest-starring virtually everyone. **This** is the lynchpin of history!

TOP 10 AUGUST-1992

We keep a very close watch on all the hottest books trading hands throughout the country. Here we have listed for you the 10 most commonly sold and demanded comics.

Harbinger #1

Artist: Dave Lapham
Writer: Jim Shooter

Harbinger #1 continues it's reign as the hottest book in the country. It's one of the many fine books produced by the underdog of the comics industry, Valiant. For those of you unfamiliar with the storyline of *Harbinger,* which isn't hard to imagine considering that the print run on the first issue was under 40,000 copies, here's what it's all about. There's a big company called the Harbinger Foundation; they specialize in studying those with superhuman powers, even if they don't want to be studied. A group of those unwilling to participate are young kids who escape from the company's evil clutches and attempt to lead a normal life. It's really a cool book; we highly recommend it, if you have enough bucks.

Spawn #1

Artist: Todd McFarlane
Writer: Todd McFarlane

Hmm...the #1 and #2 books aren't from the Big Two. Possibly a sign of things changing in the industry? Perhaps. First, let's congratulate Todd on bringing the first Image book into the Top Ten and wish his fellow Image hombres luck with their new titles. As for why this book is so hot, it's simple. It's McFarlane. The Toddmeister-General has one of the biggest fan followings in comics, and his dramatic return after a year's absence has really set the industry on fire. And let's not forget about Spawn either. He's a whole new type of superhero with endless potential, and he may even swim his way upstream to the number one spot.

Magnus #0 (Send Away Version)

ARTIST: PARIS CULLIN
WRITER: JIM SHOOTER

Another "non-Big Two" title in the chart, this month scoring a hat trick and rounding out the top three hottest books. Aside from cool art and an awesome story, send-away *Magnus* #0 has a special oomph to it. Only those who cut up their copies of *Magnus* #1-8 (not too many) and sent in the redeemable coupons could get this book, and boy did it have a limited print run. The difference between this and the retail *Magnus* #0 is the special Barry Windsor-Smith trading card, available only in the send-away offer.

Unity # 0

ARTIST: BARRY WINDSOR-SMITH
WRITER: JIM SHOOTER

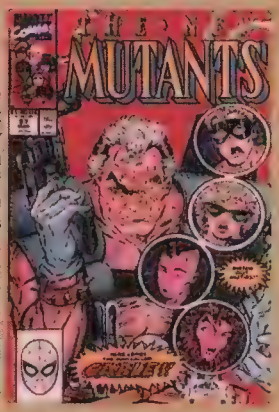
Does Valiant print their comics on gold or something? No, but their creative staff is worth their weight in it. Title after title, they produce consistently great comics, in a time when many books produced are candy-coated comics which aren't worth the paper they're printed on. Valiant is a breath of fresh air. What makes *Unity* #0 so popular is its prelude to the entire crossover series. Despite its large print run, it was quickly absorbed by the comic market and it became a hot collectible.

Spectacular Spider-Man #189

ARTIST: SAL BUSCEMA
WRITER: J.M. DEMATTEIS

By gum, a Marvel book. I'd almost forgotten what they looked like. This is the first in a series of really top-notch hologram covers. While other companies slapped half-hearted holos on some of their books, Marvel did a first rate job and it paid off, big time. The print run was sold out right off the press; fans went wild when it hit the retail stores. Already selling for above its $2.95 cover price, it certainly was a neat way to help celebrate Spider-Man's 30th anniversary.

New Mutants #87



ARTIST: ROB LIEFELD
WRITER: LOUISE SIMONSON

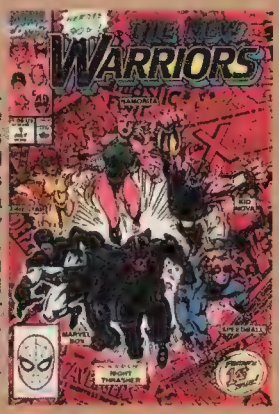
Even the release of the two-issue Cable limited series couldn't prevent this one-time holder of the number one spot from being pushed down the charts. The first appearance of Cable may be a mondo big deal in Marvel history, but the craze for it as a back issue seems to have peaked. Another factor which may be responsible for this issue's decline on the charts is Rob Liefeld's departure from Marvel. Rob created the Cable character, and a lot of fans were turned off to the Big C when Rob stopped his adventures in *X-Force* a few months back.

Uncanny X-Men #266

ARTIST: MIKE COLLINS
WRITER: CHRIS CLAREMONT

Holding its own at the number two position is the first appearance of Gambit, the Cajun X-Man who's in the middle of the enormous "Who's the traitor X-Man?" debate. Is Gambit really responsible for toasting the X-Men sometime in the near future? Does he have it in him to knock off such hot women as Psylocke and Rogue? Will he take a pool cue to Prof.X's head? Whether he does or not doesn't matter; Gambit is one of Marvel's more popular characters, and he looks to remain a fan favorite for a long time to come.

New Warriors #1



ARTIST: MARK BAGLEY
WRITER: FABIAN NICIEZA

They're not geeks. They're really not. A lot of people first considered the Warriors to be a lame "Avengers wanna-be" type book, but they proved quite the opposite. While the earth's mightiest heroes appear to be in a bit of a slump, the Warriors have really kicked butt in the popularity polls. The team consists entirely of young teenagers and has a great, fresh feel to it. If you're tired of all the other team books, with their whiny superheroes and bogged-down plotlines, check out *New Warriors* for a top-notch series.

Uncanny X-Men #201

ARTIST: RICK LEONARDI
WRITER: CHRIS CLAREMONT

How the mighty have fallen. This record-breaking book (it held the number one position on the charts for four months straight--a first on the Wizard charts) has certainly experienced a massive dry spell when it comes to fans willing to dish out their hard-earned bucks to buy this lil' gem. It all has to do with what made this book so popular in the first place--*the rumor!* Y'know, the one concerning the "Cable baby," a.k.a. Nathan Summers, who may or may not grow to be the man known as Cable. As it turned out, it looks like he ain't.

Amazing Spider-Man #101

ARTIST: GIL KANE
WRITER: ROY THOMAS

Entering the Top Ten at the bottom of the barrel is the first appearance of Morbius, The Living Vampire. Now, before you go off looking for garlic and holy water to scare this dude off, give 'em a chance. He may look pretty unpleasant, but he's on our side. Instead of preying on hot women in nightgowns like most vampires, our main man Morbius puts the big kibosh on criminal scum who prey upon the innocent. Really cool premise, and it should do very well with all the Ghost Rider and Punisher fans (and that's a lot of fans).

WIZARD MARKET WATCH

★ Image Press has plowed over most companies like lawnmower over a garden snake (now there's a messy analogy) and they show no signs of slowing down. Quite the contrary, in fact. Aside from the blockbuster titles they already produce (*Spawn*, *Cyberforce*, *Shadowhawk*, *WildC.A.T.s* , *Savage Dragon*, *Brigade*, and *Youngblood*), the mighty Image Press guys have a few surprises up their sleeves. Their list of upcoming projects includes Whilce Portacio's *WetWorks*, Rob Liefeld's *Supreme* and a black and white anthology book entitled *Darker Image*, which will showcase the talents of various creators at Image.

★ To throw some fuel on Image's already blazing popularity, the August issues of all their titles will contain a clip-out coupon, which combined with the other coupons, is redeemable for a copy of *Image Comics* #0, which is only available through this one-time offer and features the work of McFarlane, Lee, Silvestri, Valentino, and the other stars of Image. Sounds pretty cool, and it should help raise the price of any un-clipped Image books.

★ Dark Horse Comics continue to deliver the coolest "sequels" to some of the best movies ever made. Ever want to see what came after *Return of the Jedi*? Or John Carpenter's *The Thing*? Check out *Star Wars: The Dark Empire* or *The Thing From Another World: Climate of Fear*, both superb titles that do their screen predecessors justice. One of the hotter new projects for the big D.H. is putting out the *Terminator vs. Robocop* miniseries by Walt Simonson and Frank Miller. Though it experienced delays before it reached the public (a sure way to lose interest), expectations remain pretty high for this book. Also keep an eye out for the 12-issue *Aliens vs. Predator* series due out later this year. The only bad news is the less than spectacular *Alien 3* at the box office. This poor follow-up to the previous two movies has not sparked any lasting fan reaction to Dark Horse's line of Alien books; their prices remain at normal levels.

★ DC Comics looks to be making a serious attempt at a comeback after slowly slipping down popularity charts over the past year or so. With the most recognizable characters in comics today, it seems ludicrous that they were content to take a back seat to other companies. Fan reaction to the release of *Team Titans*, the Titans spin-off, and the talk surrounding the *Nightwing* miniseries have both been positive, as has the new *Shadow of the Bat* title. One of the most popular characters in today's violence-oriented market is Lobo, the king of disembowelment. With such sales successes as the *Paramilitary Christmas Special* and the current *Lobo's Back* series, expect great things

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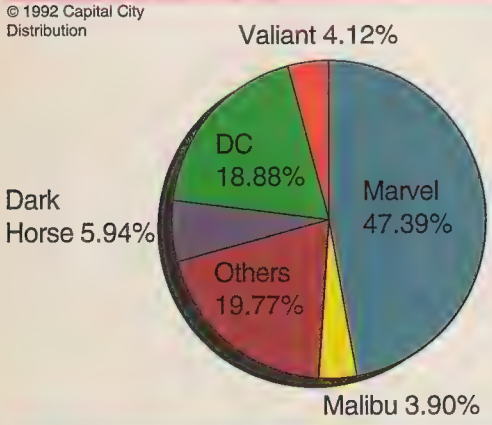

Dollar Share of the Comic Book Market for June according to Capital City Distribution

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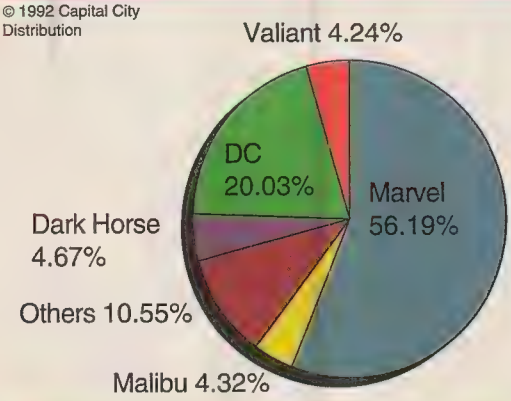

Piece Share of the Comic Book Market for June according to Capital City Distribution

WIZARD'S TOP TEN HOTTEST ARTISTS

1. TODD McFARLANE
Spawn

2. JIM LEE
WildC.A.T.s

3. ROB LIEFELD
Youngblood

4. WHILCE PORTACIO
Uncanny X-Men,
upcoming: *WetWorks*

5. MARC SILVESTRI
Cyberforce

6. MARK BAGLEY
Amazing Spider-Man

7. ERIK LARSEN
Savage Dragon

8. RON LIM
Infinity War

9. JOHN BYRNE
Next Men, She-Hulk

9. MIKE ZECK
Spider-Man: Soul of the Hunter

from the upcoming *Frag Race 2000*, *Blazing Chain of Love*, and *Infanticide*. If you're looking for a more sophisticated read than Lobo or Spider-Man, check out DC's line of unequalled mature titles, which include *Sandman*, *Shade*, and *Animal Man*.

★ If it's a comic book you want to enjoy, rather than some silly chocolate-frosted cover or whatnot, the choice is simple — Valiant Comics. After struggling for a year to be accepted into the direct market, the Big V has done it in a way that's quite unique in today's comic world. They produced these books with the focus on the story and the art, and have built a strong core readership. But all the good news and praise doesn't end there. Not only are the Valiant books high quality entertainment, they're also big-time collectibles. A quick look into the Wizard price guide and you'll see that back issues of Valiant mean big bucks. With print runs that are smaller than the Atom's belly button, their titles are the best books to buy when you consider future value. A couple of key Valiant books to keep an eye out for are the upcoming *H.A.R.D. Corps Psy-Borgs* title (making their first appearance in Harbinger #10, check it out!) and the soon to be released *Rising Spirit*, who makes his first appearance in the pages of *Eternal Warrior*.

★ Marvel remains the top dog of the comics industry, but their back issue market has slowed, mainly for two reasons. First, their vast array of monthly titles seems to distract all the attention from back issue sales. Secondly, a great deal of the back issue market is now in a "get Valiant" mode, and other companies' older titles have fallen by the wayside. Don't take this the wrong way — Marvel back issues are not dead, and far from it. It's just that they are no longer the collectors' and sole focus in today's marketplace.

THIS MONTH'S BIGGEST MOVERS

Amazing Spider-Man #101
from $48.00 to $65.00

Harbinger #1
from $32.00 to $42.00

Tales to Astonish #62
from $35.00 to $45.00

SHOWS AND CONVENTIONS

ARIZONA

AUG 7-9 AZ, PHOENIX, Westridge Mall VII, 75th Ave and Thomas Rd. T:20 F:$80,2@$125 10am-9pm(fri)10am-6pm(sat) 11am-6pm(sun), Bob Hughes 602-973-1369

AUG 21-23 AZ, PHOENIX, Tower Plaza Mall X, 38th St. and Thomas Rd. T:10 F:$75,2@$100 10am-9pm(fri) 10am-6pm(sat)12pm-5pm(sun), Bob Hughes 602-973-1369

CALIFORNIA

AUG 1 CA, SACRAMENTO, All Sports & Non-Sports & Comic Book & Pin Show, Vintage Sportscard Warehouse, 3298 Orange Grove Ave. T:38 F:$30 A:free 10am-4pm, Bob McCudy 916-487-4626

AUG 1 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$35 A:free 10am-5pm, Frank Zamarripa 714-594-7492

AUG 2 CA, VAN NUYS, Valley Comic Book Show, LA Valley College, Field House Bldg. T:35 F:$20 A:$1 10am-4pm, Dennis Schumacher 818- 768-4678

AUG 5 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank Zamarripa 714-594-7492

AUG 8 CA, SACRAMENTO, All Sports & Non-Sports & Comic Book & Pin Show, Vintage Sportscard Warehouse, 3298 Orange Grove Ave. T:38 F:$30 A:free 10am-4pm, Bob McCudy 916-487-4626

AUG 8 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$35 A:free 10am-5pm, Frank Zamarripa 714-594-7492

AUG 12 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank Zamarripa 714-594-7492

AUG 15 CA, SACRAMENTO, All Sports & Non-Sports & Comic Book & Pin Show, Vintage Sportscard Warehouse, 3298 Orange Grove Ave. T:38 F:$30 A:free 10am-4pm, Bob McCudy 916-487-4626

AUG 15 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$35 A:free 10am-5pm, Frank Zamarripa 714-594-7492

AUG 19 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank Zamarripa 714-594-7492

AUG 22 CA, SACRAMENTO, All Sports & Non-Sports & Comic Book & Pin Show, Vintage Sportscard Warehouse, 3298 Orange Grove Ave. T:38 F:$30 A:free 10am-4pm, Bob McCudy 916-487-4626

AUG 22 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$35 A:free 10am-5pm, Frank Zamarripa 714-594-7492

AUG 26 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank Zamarripa 714-594-7492

AUG 29 CA, SACRAMENTO, All Sports & Non-Sports & Comic Book & Pin Show, Vintage Sportscard Warehouse, 3298 Orange Grove Ave. T:38 F:$30 A:free 10am-4pm, Bob McCudy 916-487-4626

AUG 29 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$35 A:free 10am-5pm, Frank Zamarripa 714-594-7492

AUG 29-30 CA, WHITTIER, A Mall Comic Book & Science Fiction Show, Whittwood Mall, 15603 Whittwood Ln. T:100 F:$100 A:free 10am-6pm(sat)11am-5pm(sun), Derek Borthwick 818-913-4046

AUG 30 CA, GLENDALE, So. California Comic Book & Sports Card & Collectable Con, Glendale Civic Auditorium, 1401 N. Verdugo Rd. T:60 F:$50 A:$2.50(under6free) 10am-4pm, Dean Chen 818-842-1861

AUG 30 CA, VAN NUYS, Valley Comic Book Show, LA Valley College, Field House Bldg. T:35 F:$20 A:$1 10am-4pm, Dennis Schumacher 818- 768-4678

SEP 2 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank Zamarripa 714-594-7492

SEP 5 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$35 A:free 10am-5pm, Frank Zamarripa 714-594-7492

SEP 9 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank Zamarripa 714-594-7492

SEP 12 CA, WALNUT, Baseball Card/Pins/Comics Show, Frank and Son Warehouse, 19465 East Walnut Dr North. T:100 F:$35 A:free 10am-5pm, Frank Zamarripa 714-594-7492

SEP 13 CA, SAN DIEGO, Comic Book Show, Scottish Rite Center, 1895 Camino Del Rio So. A:$3.50 (under5free) 10am-5pm, Supercon 916-929-3924

CANADA

AUG 30 MONTRÉAL, QUEBEC, Comicfest, Delta Montréal, 475 Avenue Presedent Kennedy. T:80 A:$3.50 10am-5pm, Elwin 514-482-7913

CONNECTICUT

AUG 2 CT, PUTNAM, Comicon '92, American Legion Post 13. F:$25 A:$.99 10am-4pm, Gary 203-779-1692

AUG 2 CT, STAMFORD, Sports-card Comics Racing & Nonsport Collectables Show, Stamford Marriott, 2 Stamford Forum. T:50 F:$55 A:$2(under10 $.99) 10am-4pm, Donald Ellis 203-746-7531

AUG 16 CT, EAST HARTFORD, Comic Book Convention, East Hartford Elks Hall, 148 Roberts St. F:$35 A:$.99 11am-5pm, Hal Kinney 203-289-1208

AUG 22 CT, STAMFORD, Comic Book Show, Holiday Inn, 700 Main St. T:40 F:$50 A:$2 10am-4pm, Bruce Weinstein 908-821-1019

AUG 23 CT, WEST HARTFORD, 1st Ever West Hartford Comic Book Convention, American Legion Hall, 18 Memorial Rd. T:30 F:$30,2@$55 A:$1(under10free) 10am-5pm, Daniel Vince 203-523-8920

SEP 12-13 CT, HARTFORD, Hartford Civic Center Card and Comic Show, Hartford Civic Center, 1 Civic Center Plaza. T:115 F:$130 A:$3 10am-4pm, Zach Schenker 201-791-1675

FLORIDA

AUG 16 FL, PLANTATION/FT. LAUDERDALE, $250 Give-Away Sports Card & Comic Book Show, Sheraton Suites, 311 North University Dr. T:40 F:$50 A:$2 10am-4pm, Bruce Weinstein 908-821-1019

AUG 30 FL, PALM BEACH GARDENS, Monthly Sportscard and Comic Show, I-95 & PGA Blvd. T:40 F:$50, 2@$95,3@$135 A:$1 9am-5pm, Harry Holstein 407-743-6595

GEORGIA

SEP 7-9 GA, GAINESVILLE, Collector's Expo Collectibles Show, Lakeshore Mall, Washington St. F:$50 A:free Mall Hours, Dana Pinkard 404-234-8210

ILLINOIS

AUG 1-2 IL, CHICAGO, Comic Book Show, Brickyard Shopping Center, Diversey & Austin. T:100 F:$75 Mall Hours, Midwest Shows 708-496-8090

AUG 2 IL, ROSEMONT, America's Largest 1 Day Comic & Card Show, Horizon Skyline Room, 6920 N. Mannheim Rd. T:150 F:$45 A:$2 10am-4pm, Midwest Shows, 708-498-8090

AUG 9 IL, CRYSTAL LAKE, Non-Smoking Sports Card & Comic Book Show, Holiday Inn, RT 31 & Three Oaks Rd. F:$35 A:$1 10am-3pm, Louis Pinsky 708-567-9543

AUG 9 IL, ELMWOOD PARK, Ray's Mini Video Comic Book & Sportscard Show, Elmwood Park Civic Center, 2 Conti Pkwy. T:25-50 F:$35 A:$1 9am-5pm, Ray's Mini Video 708-452-6214

AUG 9 IL, ROCKFORD, Northern Illinois Summer Comic Show, Ramada Inn, 7550 E. State St. Hotstuff Comics 815-227-XMEN

AUG 15 IL, ROSEMONT, America's Largest 1 Day Comic & Card Show, Horizon Skyline Room, 6920 N. Mannheim Rd. T:150 F:$45 A:$2 10am-4pm, Midwest Shows, 708-498-8090

AUG 16 IL, QUINCY, Falcon Productions Sports Cards & Comics Show, Holiday Inn, 201 S. 3rd St. T:35 F:$30 A:free 9am-3pm, Greg Cox 217-452-3617

AUG 30 IL, CHICAGO, Comic Book Show, Ford City Holiday Inn, 7353 S. Cicero Ave. T:50 F:$35 A:$1 10am-4pm, Midwest Shows 708-496-8090

AUG 30 IL, ROSEMONT, America's Largest 1 Day Comic & Card Show, Horizon Skyline Room, 6920 N. Mannheim Rd. T:150 F:$45 A:$2 10am-4pm, Midwest Shows, 708-498-8090

AUG 30 IL, SPRINGFIELD, Comic and Sports Card Show, Holiday Inn South, 625 E. St. Joseph St. T:70

SHOWS AND CONVENTIONS

A:free 10am-4pm, ACE Promotions 217-864-2707

SEP 13 IL, CRYSTAL LAKE, Non-Smoking Sports Card & Comic Book Show, Holiday Inn, RT 31 & Three Oaks Rd. F:$35 A:$1 10am-3pm, Louis Pinsky 708-567-9543

SEP 13 IL, QUINCY, Falcon Productions Sports Cards & Comics Show, Holiday Inn, 201 S. 3rd St. T:35 F:$30 A:$.50 9am-3pm, Greg Cox 217-452-3617

INDIANA

AUG 2 IN, MERRILLVILLE, Merrillville's Monthly Card and Comic Show, Slovak Club, 6920 Broadway. T:20 F:$25 A:$1 10am-4pm, Marilyn Hall 219-663-8561

AUG 9 IN, CROWN POINT, Crown Point's Monthly Card and Comic Show, American Legion Hall, 1410 N. Main. T:20 F:$25 A:$1 10am-4pm, Marilyn Hall 219-663-8561

AUG 28 IN, HIGHLAND, Highland's Monthly Card and Comic Show, Lincoln Center, 2450 Lincoln St. T:20 F:$20 A:$1 6pm-10pm, Marilyn Hall 219-663-8561

SEP 6 IN, INDIANAPOLIS, Comic Book Convention, Holiday Inn (East), 6990 East 21 St. A:$4, Jubilee Enterprises 301-292-4587

SEP 6 IN, MERRILLVILLE, Merrillville's Monthly Card and Comic Show, Slovak Club, 6920 Broadway. T:20 F:$25 A:$1 10am-4pm, Marilyn Hall 219-663-8561

IOWA

AUG 2 IA, CEDAR RAPIDS, Cedar Rapids Cards and Comics Show, Sheraton Inn, 525 33rd Ave SW. T:$35 A:$1 9am-4pm, Comic Shoppe Plus 319-365-4783

AUG 15-16 IA, OTTUMWA, Baseball Cards & Comics & More Show, Quincy Place Mall, Highway 34 west. T:35 F:$40,2@$75 Mall Hours, Stacey Craig 515-673-4087

AUG 21-22 IA, DES MOINES, Baseball Cards & Comics & More Show, Park Inn, I-235 & 3rd St. T:40 F:$50,2@$95 A:free 10am-4pm, Stacey Craig 515-673-4087

AUG 28-29 IA, DES MOINES, Baseball Cards & Comics & More Show, Best Western, I-235 & 3rd St. T:45 F:$50,2@$95 A:free 10am-4pm, Stacey Craig 515-673-4087

KENTUCKY

AUG 29 KY, LEXINGTON, Comic Book Convention, Holiday Inn (North), 1950 Newton Pike. A:$4, Jubilee Enterprises 301-292-4587

LOUISIANA

AUG 16 LA, COVINGTON, Northshore Comic Book Show, Holiday Inn, I-12 & Hwy 90. T:35 F:$35 A:$1 10am-5pm, Mike Lynch 504-768-7499

MARYLAND

AUG 2 MD, BALTIMORE, Reality Comic Book Convention, Sheraton, Elm Rd at BWI Airport. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

AUG 8 MD, SILVER SPRING, Comic Book Convention, Armory Place, 925 Wayne Ave. A:$4, Jubilee Enterprises 301-292-4587

AUG 30 MD, BALTIMORE, Comic Book Convention, Days Hotel, I-83 exit 17. A:$4, Jubilee Enterprises 301-292-4587

MASSACHUSETTS

AUG 6-9 MA, DEDHAM, Comic Book Show, Dedham Mall. A:free Mall Hours, 617-289-8662

AUG 13-16 MA, WATERTOWN, Comic Book Show, Watertown Mall, 550 Arsenal St. A:free Mall Hours, Bill Gouvalaris 617-289-8662

MICHIGAN

AUG 2 MI, EAST LANSING, Spartan Comic Book and Sports Card Show, Kellogg Center, Michigan State University Campus, Big Ten Room A. T:60 F:$35 A:$1.50 10am-4pm, Michael Goldman 313-350-2633

AUG 8 MI, WHITE LAKE, Cards & Comics Shows, Great American Diner, 9531 Highland Rd. T:20 F:$25 A:free 10am-4pm, Tim Nichols 1-313-623-1299

AUG 9 MI, BRAINERD, Baseball and Comic Show, Holiday Inn, Hwy 371. T:25 F:$30 9am-4:30pm, Kevin J. Bergson 701-235-2562

AUG 9 MI, ROYAL OAK, Encore-Con Comic Book and Baseball Card Show, American Legion Hall, 1815 Rochester Rd. F:$35 A:$1.50 10am-4pm, Michael Goldman 313-350-2633

AUG 9 MI, WALLED LAKE, Card & Comic Show, Chucker's Hall, 1172 North Pontiac Trail. T:40 F:$25 A:$1 10am-4pm, Tim 313-632-1299

AUG 22 MI, WHITE LAKE, Cards & Comics Shows, Great American Diner, 9531 Highland Rd. T:20 F:$25 A:free 10am-4pm, Tim Nichols 1-313-623-1299

AUG 23 MI, WALLED LAKE, Card & Comic Show, Chucker's Hall, 1172 North Pontiac Trail. T:40 F:$25 A:$1 10am-4pm, Tim 313-632-1299

AUG 30 MI, LIVONIA, X-Trava Con Comic Book Show, Knights of Columbus Hall, 19801 Farmington Rd. F:$35 A:$1.50 10am-4pm, Michael Goldman 313-350-2633

SEP 12 MI, WHITE LAKE, Cards & Comics Shows, Great American Diner, 9531 Highland Rd. T:20 F:$25 A:free 10am-4pm, Tim Nichols 1-313-623-1299

SEP 13 MI, ROYAL OAK, Encore-Con Comic Book and Baseball Card Show, American Legion Hall, 1815 Rochester Rd. F:$35 A:$1.50 10am-4pm, Michael Goldman 313-350-2633

SEP 13 MI, WALLED LAKE, Card & Comic Show, Chucker's Hall, 1172 North Pontiac Trail. T:40 F:$25 A:$1 10am-4pm, Tim 313-632-1299

MINNESOTTA

AUG 8 MN, BLOOMINGTON, Baseball Cards & Comics & More Show, Thunderbird Motel, I-494 & 24th Ave South. T:40 F:$40,2@$75 A:$1 10am-4pm, Stacey Craig 515-673-4087

AUG 9 MN, BLOOMINGTON, Baseball Cards & Comics & More Show, Comfort Inn, I-494 & Portland 12th Ave exit. T:40 F:$40,2@$75 A:$1 10am-4pm, Stacey Craig 515-673-4087

AUG 9 MN, BRAINERD, Baseball and Comic show, Holiday Inn, Hwy 371 S. T:25 F:$35 9am-4:30pm, Kevin Bergson 701-235-2562

SEP 6 MN, DULUTH, Twin Ports Collector's Convention, Holiday Inn, 207 W. Superior St. T:35 F:$40 A:$1 10am-5pm, Aaron Davis 218-722-9551

NEW HAMPSHIRE

AUG 20-23 NH, MANCHESTER-BEDFORD, Comic Book Show, Bedford Mall. A:free Mall Hours, Bill Gouvalaris 617-289-8662

NEW JERSEY

AUG 2 NJ, HAZLET, Comic Book & Baseball Card Show, Ramada Inn, GSP exit 117. T:50 A:$2 9:30am-3:30pm, Sandy Grecco 908-291-1632

AUG 2 NJ, PRINCETON, $500 Give-Away Sportscard & Comic Book Show, Ramada Inn, Rt 1 and Ridge Rd. T:40 F:$50 A:$2 10am-4pm, Bruce Weinstein 908-821-1019

AUG 2 NJ, SOUTH WALL, South Wall Baseball Card and Comic Book Show, South Wall Fire Company, Atlantic Ave. T:20 F:$40 10am-4pm, Dave Sumeriski 908-892-5675

AUG 7 NJ, EAST BRUNSWICK, Sports N Stuff, 10 Alvin Ct. T:32 F:$50 A:$2 10am-4pm, Bruce Weinstein 908-821-1019

AUG 9 NJ, BORDENTOWN, Showplace For Collectors, Rt. 206 N NJTpk exit 7. T:30 F:$35 A:$2 10am-5pm, Ruth Campbell 908-269-9486

AUG 9 NJ, ROBBINSVILLE, Central New Jersey Comic Book & Baseball Card Show, Washington Twp. Volunteer Fire Dept. A:$2 9:30am-3:30pm, EMCEE Conventions 609-448-7585

AUG 9 NJ, TOMS RIVER, Comic Book and Baseball Card Show, Elks Post 1875. T:50 F:$45 A:$2 9:30am-3:30pm, Sandy Grecco 908-291-1632

AUG 12 NJ, BRIDGEWATER, Comic Book Show, Holiday Inn, Rt 22 East. T:25 F:$40 A:$1.50 10am-4pm, Bruce Weinstein 908-821-1019

AUG 15 NJ, HIGHTSTOWN/EAST WINDSOR, $250 Giveaway Sportscard & Comic Book Show, 399 Monmouth St. T:50 F:$50-$60 A:$2 10am-4pm, Bruce Weinstein 908-821-1019

AUG 15 NJ, SEASIDE HEIGHTS, Jersey Shore Comics & Cards Show, American Legion Post #351. T:40 F:$40 A:$2 10am-5pm, Ruth Campbell 908-269-9486

AUG 16 NJ, NEPTUNE, New Jersey Baseball Card and Comic Book Show, Hamilton Banquet Hall, Jumping Brook Rd. T:28 F:$35 10am-4pm, Dave Sumeriski 908-892-5675

AUG 20 NJ, PRINCETON, $100 Give-Away Sports Card & Comic Book Show, Ramada Inn, Rt 1 and Ridge Rd. T:25 F:$45 A:$1.50 6pm-10pm, Bruce Weinstein 908-821-1019

AUG 23 NJ, MATAWAN, Comic Book Show, Temple Beth Am, 550 Lloyd Rd. T:40 F:$50 A:$2 10am-4pm, Bruce Weinstein 908-821-1019

AUG 30 NJ, BORDENTOWN, Showplace For Collectors, Days Inn, rt 206 North. T:30 F:$35 A:$2 10am-5pm, Ruth Campbell 908-269-9486

SEP 3 NJ, PRINCETON, $100 Give-Away Sports Card & Comic Book Show, Ramada Inn, Rt 1 and Ridge Rd. T:25 F:$45 A:$1.50 6pm-10pm, Bruce Weinstein 908-821-1019

SHOWS AND CONVENTIONS

SEP 6 NJ, TINTON FALLS, Monmouth County Comic Book Extravaganza, Holiday Inn, pkwy exit 105. T:40 F:$40 A:$2 10am-4:30pm, Ruth Campbell 908-269-9486

SEP 9 NJ, BRIDGEWATER, Comic Book Show, Holiday Inn, Rt 22 East. T:25 F:$40 A:$1.50 10am-4pm, Bruce Weinstein 908-821-1019

SEP 12 NJ, EAST BRUNSWICK, Sports N Stuff, 10 Alvin Ct. T:32 F:$50 A:$2 10am-4pm, Bruce Weinstein 908-821-1019

SEP 13 NJ, PRINCETON, $500 Give-Away Sportscard & Comic Book Show, Ramada Inn, Rt 1 and Ridge Rd. T:40 F:$50 A:$2 10am-4pm, Bruce Weinstein 908-821-1019

SEP 13 NJ, MATAWAN, Comic Book Show, Temple Beth Am, 550 Lloyd Rd. T:40 F:$50 A:$2 10am-4pm, Bruce Weinstein 908-821-1019

NEW MEXICO

AUG 14-16 NM, ALBUQUERQUE, Bubonicon 24, Ramada Inn East, 25 Hotel Circle NE. New Mexico Science Fiction Conferene 505-266-8905

NEW YORK

AUG 1 NY, BAYSIDE, Sports Card & Comic Show, Adria Motor Inn, 220-33 Northern Blvd. T:30 F:$40-$50 A:free 10am-4pm, Donald Demsic 718-460-9758

AUG 20 NY, BAYSHORE, Third Sunday Collectible Show, Masonic Temple, 2 Union Blvd. A:free 10am-4pm, Ray or Pat 516-666-1166

AUG 22 NY, BROOKLYN, Baseball Card & Comic Book Show, Society of St. Mary of the snow, 410 Graham Ave. A:free 10am-4pm, Richie 718-386-4426

AUG 23 NY, FARMINGDALE, Baseball Card & Toy Show, Masonic Temple, 197 Hempstead Tpk. A:free 10am-4pm, Ray or Pat 516-669-4332

AUG 27 NY, BUFFALO, Comics and Cards, Polish Falcons Club, 445 Columbia Ave. T:42 6pm-10pm, Frank Caparaso 716-681-3422

AUG 30 NY, QUEENS, Baseball Cards and Comic Books and Auction, A. Gordon Webster American Legion Hall, 107-10 Rockaway Blvd. T:35 F:$35 A:$1 10am-4pm, Joseph Caruana 718-845-7240

SEP 5 NY, BAYSIDE, Sports Card & Comic Show, Adria Motor Inn, 220-33 Northern Blvd. T:30 F:$40-$50 A:free 10am-4pm, Donald Demsic 718-460-9758

NORTH CAROLINA

AUG 9 NC, CHARLOTTE, Reality Comic Book Convention, Ramada Airport. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

AUG 16 NC, RALEIGH, Raleigh Comic Con, Holiday Inn North, 2815 Capital Blvd. T:26 F:$50 A:free 10am-4pm, Lyn Anderson 919-790-9026

AUG 29 NC, RALEIGH-DURHAM, Triangle Comic Con, Triangle Factory Shops Mall, I-40 at Airport Blvd. F:$35 A:free 10am-5pm, Tom Campbell 919-471-3608

OHIO

AUG 9 OH, COLUMBUS, Comic Book Convention, Holiday Inn (East), I-70 & Hamilton Rd. A:$4, Jubilee Enterprises 301-292-4587

AUG 16 OH, CANTON, Comic Book Convention, Parke Hotel, 4343 Everhard Rd. A:$4, Jubilee Enterprises 301-292-4587

AUG 23 OH, DAYTON, Comic Book Convention, Holiday Inn (Dayton Mall), Int. 75 ex44. A:$4, Jubilee Enterprises 301-292-4587

SEP 5 OH, CINCINNATI, Comic Book Convention, Holiday Inn, US 42, Interstate 275. A:$4, Jubilee Enterprises 301-292-4587

PENNSYLVANIA

AUG 14-16 PA, BETHLEHEM, Card & Coin & Comic Book Show, Trolley Station Mall. T:100, Adam Miller 717-238-5386

AUG 15 PA, MONROEVILLE, Comic Book Convention, Howard Johnson's, 2750 Mosside Blvd. A:$4, Jubilee Enterprises 301-292-4587

AUG 15 PA, POTTSVILLE, Pottsville Comicbook Show, Quality Inn, 100 S. Centre St. F:$30-6ft,$20-4ft A:$1 10am-4pm, Comicquest Productions 215-433-5223

AUG 16 PA, ALTOONA, Altoona Comicbook Show, 1 Sheraton Dr on Rt 220. F:$30 A:$1 10am-4pm, Comicquest Productions 215-433-5223

AUG 18-16 PA, HARRISBURG, Card & Coin & Comic Book Show, Colonial Park Mall, Rts 191 & 22. T:100, Adam Miller 717-238-5386

AUG 29 PA, PITTSBURGH, Reality Comic Book Convention, Greentree Marriott, 101 Marriott Dr. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

AUG 30 PA, DELAWARE WATER GAP, Card & Coin & Comic Book Show, Ramada Inn. T:60, Adam Miller 717-238-5386

AUG 30 PA, PHILADELPHIA, Reality Comic Book Convention, Holiday Inn Airport, 45 Industrial Way. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

SEP 12 PA, ALTOONA, Comic Book Convention, Ramada Hotel, 1 Sheraton Dr. A:$4, Jubilee Enterprises 301-292-4587

TENNESSEE

AUG 1 TN, NASHVILLE, Collector's Expo, Ramada Inn-Opryland, 2401 Music Valley Rd. T:30 F:$40 A:$1 9am-4pm, Dana Pinkard 404-234-8210

AUG 8-9 TN, PIGEON FORGE, Baseball Card and Comic Book Show, Holiday Inn, N. Parkway, T:30 F:$50,3@$120 A:$2 9am-6pm(Sat)10am-5pm(Sun), Stephen or Dawn Osborne 615-932-1634

AUG 22 TN, CLARKSVILLE, Clarksville Finest Hobby Convention, Riverview Ramada Inn. T:20 F:$40,2@$75, 3@$100 A:$1 9am-5pm, Quality Promotions 615-552-5412

AUG 30 TN, NASHVILLE, Comic Book Convention, Ramada Inn (Opryland), 2401 Music Valley Dr. A:$4, Jubilee Enterprises 301-292-4587

SEP 4-6 TN, PIGEON FORGE, Baseball Card & Comic Book Show, Holiday Inn, N. Parkway. T:40 F:$75,3@$195 A:$2 9am-6pm(fri&sat)10am-5pm(sun), Stephen or Dawn Osborne 615-932-1634

TEXAS

AUG 7-9 TX, DALLAS, Dallas Fantasy Fair, Market Hall Convention Center and Stouffer Hotel, I-35 at Market Center. T:400 F:$140 A:$20(in advance,3days)$25(at door,3 days)$10(fri or sun)$12(sat), Bulldog Productions 214-350-4305

SEP 5-6 TX, LIVINGSTON, Sports Card and Comic Book Show, VF Factory Outlet Mall, 440 U.S. Hwy 59 Loop South. T:20 A:free 9am-5:30pm(sat)12:30pm-5pm(sun), Wade Thomas Jr 409-295-7277

SEP 5-6 TX, SAN ANGELO, San Angelo Comics & Sportscard Show, Convention Center, 500 Rio Concho Dr. T:40 F:$45 A:$1 9am-6pm(sat)10am-4pm(sun), Dale Anderson or Melissa 915-942-8388

VIRGINIA

AUG 1 VA, ARLINGTON, Reality Comic Book Convention, Howard Johnsons Hotel, 2650 Jefferson Davis Hwy. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

AUG 1 VA, VIRGINIA BEACH, Comic Book & Baseball Card & Record Show, Pembroke Mall, intersection of Independence & Virginia Beach Blvds. F:$65 A:free 10am-9pm, Larry Wetsfer 804-486-5870

AUG 9 VA, RICHMOND, Comic Book Convention, Holiday Inn (Fanny's), 6531 W. Broad St. A:$4, Jubilee Enterprises 301-292-4587

AUG 15-16 VA, VIRGINIA BEACH, Great American XIII, Great American Outlet Mall, 3600 Virginia Beach Blvd. T:60 F:$55,2@$105,3@$150 A:free 10am-7pm(sat)11am-5pm(sun), Robert Earhart Jr 804-497-8899

AUG 23 VA, McLEAN, Comic Book Show, 8401 WestPark Dr. T:35 F:$50 A:$2 10am-4pm, Capital Associates 703-691-9094

SEP 12 VA, ARLINGTON, Comic Book Convention, Howard Johnson's, 2650 Jefferson Davis Hwy. A:$4, Jubilee Enterprises 301-292-4587

SEP 13 VA, VIRGINIA BEACH, Comic Book Convention, Pavilion Conventiont Cntr, 1000 19th St. A:$4, Jubilee Enterprises 301-292-4587

ATTENTION SHOW PROMOTERS

Having a Comic Book show? Convention listings in the Wizard Show Calendar are free.

Send us:

Name of the show,
Date and Hours,
City,State & Address,
# of tables & Prices,
Admission charge,
Contact Name and
Telephone Number.

Send To:

Wizard Show Calendar
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Nanuet, NY 10954-0648

Or Fax:

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Gareb Shamus, Publisher Pat McCallum, Asst. Editor

Magic WORDS

Wizard Press P. O. Box 648 Nanuet, NY 10954-0648

Hey, how you guys doing? It's me, Pat McCallum here again, and I'd like to take the time out to introduce a new section here in Magic Words. In "Ask the Wizard", we take three of the most-often asked questions every month and answer them real quick without going through the hassle of a big letter or anything. We hope you like it, and we'll add another cool feature next month (nope, not gonna tell).

Dear Pat and Doug:

Hoo boy! This is one bad little magazine you whippersnappers have cooked up. Take it from an old desert rat who remembers buying comics for a paltry $.12 a pop, you fellows are definitely, almost, on the right track.

Wizard is hands down the slickest and most artistically gorgeous mag about comics ever to grace the stands. Also much appreciated is the toy and card price guide. With a reliable pricing index, these once little coveted comic collectibles should prosper in popularity. Yes, you guys have the beginnings of a great thing going here, but there is a lot of room for improvement. To begin with, to survive the hallowed halls of comics fandom you have to have an attitude and I'm just the old pack rat to give it to you.

First of all, are you guys really so contemptuous and behind the times that you still have the gall to use terms such as "babe" when talking about your potential female audience? In your latest letters page, you tell a young lady that comics are most certainly a male dominated medium. While this may be true, such adolescent and sexist terminology, especially in your editorials of all places, does nothing to broaden the scope of our hobby. Can readers ever hope to read interviews with such graphic medium celebrities as Wendy Pini, cat yronwode or Louise Simonson with such archaic prejudgments firmly entrenched?

Secondly, to the kids interviewed in the Brat Pack article this month: Get a life dudes! Wake up and smell the printers' ink. Marvel, although a god deserving of much adulation, is not the beat-all and end-all of the comics hobby. Have you guys even heard of Hal Foster, Frank Frazetta or Alex Raymond? No wonder Alan Moore and Frank Miller have practically given up on comics. *Wizard*, it is your sacred duty to educate the head bangers and homeboys of this generation. A comics fan is a terrible thing to waste.

Well now that I've gotten that out of my system, I'd like you to know that I really do enjoy Wizard. All Star Memories and Palmer's Picks were especially nice this time around.

Bill D. Middleton
Clovis, NM

P. S. Would you please start printing the whole addresses of your letter writers. Who knows? You might be responsible for creating a few beautiful relationships.

Well, Bill, for starters I think you probably made a few of our younger readers pass out with that $.12 a comic comment. And as for our contemptuous cracks about babes, that's a light-hearted comment and is not meant as a degrading or sexist remark. It's just our amusing (I hope) way of referring to women sometimes. We are trying to spark more interest in our medium by publishing almost all the letters we receive from women (I think about a dozen in the past year), and to also show their art in the amazing art section. In doing so, we hope to attract more reader interaction with our female readers. As for the women creators you mention, Louise Simonson was featured in *Wizard*, and we have an interview with Wendy Pini on the way. As for the Brat Pack, we rotate the kids featured in the 'Pack, and the new batch of young'ns will appear next issue. And finally, who else likes Bill's idea? Should we print the full addresses of certain people, perhaps in a special area of the letters page , and create sort of a "Pen Pal" thing? Write in and let us know.

Dear Wizard:

I've got it. The second I learned Cable's first name I knew exactly who he was. Nathan Lubinsky! Yes, that's right, Aunt May's ex-hubby. He supposedly had a terminal heart condition and died in *Amazing Spider-Man* #336. However, I believe he faked his death and went on to explore the world. While traveling, he was kidnapped by Iraq spies and made into a super human. Due to budget cuts, they could only afford to make half of his body cybernetic. They then gave him plastic surgery to make him look younger.

But before they could brainwash him to forget who he was, he escaped through a time portal that had just opened by chance. He appeared in the future and attempted to time travel back to where he came from. However, a fluke in the time machine made him travel back too far. There, he joined the Wild Pack and met Domino. He later went on to lead the New Mutants and then went on to form them into X-Force. However, he still has a thing for Aunt May. And that is the true story of how Cable came to be.

David "Not playing with a full deck" Podrid
Brooklyn, NY

Ask The Wizard

Q: Is Thanos a Skrull?
-TR, Dover OH
A: Nope. He's a Titan.

Q: Can Wonder Woman fly?
-CK, Mayfield KY
A: The post-Crisis one can.

Q: How many years after Star Trek does "The Next Generation" take place?
-PW, China Grove NC
A: 78.

Frustrated with a question that no one can answer? Problem solved. Just write your question to:
Ask The Wizard
Wizard Press
P.O. Box 648
Nanuet, NY 10954-0468

Ah.

Dear Wizard:
In issue 10, page 181, *Spider-Man* 1F — is that for real or is that a misprint? $450.00 - WOW! If it is for real, could you print a copy of the cover so I could see what it looks like, is it bagged? Thanks.
Jody Pasalich
Long Beach, CA.

Yup, that particular *Spider-Man* is the "Platinum *Spider-Man* #1", which had a print run of about 10,000 and was given one free to every retailer that participated in an offer that Marvel did a couple years back. All a dealer had to do was mail to Marvel your store's name, address and comic distributor, and you got a Platinum *Spidey* free of charge. Again, it was only available to retailers, and was Marvel's way of saying "thank you" for making Spider-Man so successful.

Wizard,
Hold on. Now isn't it just like you guys to blame a girl for everything. If your money's on Jubilee, I hope you don't mind losing it all. I'd personally bet it all on Bishop (you know, destroying the X-Men). And if a fiften year old girl is capable of destroying the X-Men, I'm collecting the wrong comic.
Tracy Elizabeth Brauninger
Tacoma, WA

Well, since I last said that I thought Jubilee was responsible, I've given it some more thought and realized how stupid that sounds. My vote now swings to Forge (y'know, maybe the traitor is on a different X-Team, y'know? Maybe he/she is a member of X-Factor, or Excalibur, X-Force or whatever. Hmm...the plot thickens).

Dear Wizard,
So many theories concerning the burning question all us Marvel mutant fans want answered. Who is going to betray the X-Men? Could it be Gambit? He seems to be the leading candidate. Joey Hughes (letter in *Wizard* #11) suggested Jean Grey. You guys at *Wizard* felt it could even be Jubilee. Well, here is my guess: Psylocke! After all, wasn't Psylocke transformed into "the new and improved Psylocke" by the Mandarin? I hear it was a radical change. (I wasn't collecting comics at the time). Also, if you've been reading *X-Men*, Psylocke has been showing some interest in Scott. Could this be a "divide and conquer" ploy on her part? Well, that's my theory, but remember, to quote David Letterman, "Please, no wagering!"
Raul Garza
Mission, TX

Holy cow!!! I believe Raul's theory is the most sound one I've ever heard. Geez, not only does this "evil Psylocke" thing sound plausible as it is, remember that Mojo gave Psylocke a pair of bionic eyes, and maybe he screwed with her head a little bit too. Boy, just when you think you've got this whole traitor theory nailed down, someone comes along with something better. Can anybody prove Mr. Garza wrong here, or come up with something better?

Dear Wizard:
I would like to know what makes old comics smell bad and how I can prevent and repair this problem in the future. Thanks!
Cris Hess
Troy, IL

What have you been doin' with your comics, Cris? Actually, I'm gonna let Pat O'Neil answer this one. He can give you a much better answer than I.

Ok, if I understand the question, Cris is pondering the source of the somewhat musty odor that some older comics have. Basically (though my high-school science is a touch rusty), the odor is a result of the breakdown of the poor quality pulp paper most older comics are printed on. That breakdown is caused by exposure to air and/or moisture. It's nearly impossible to avoid in any comic book more than 20 to 25 years old, simply because books that old probably were not kept in airtight, water-tight situations early in their lives. If you have books newer than that which have acquired the tell-tale odor, chances are their previous owners weren't overly careful of how they were kept.

To be honest, I'd be one of those owners, Cris. My comic book collection is largely a source of research and entertainment for me, not investment. It would be a terrific pain in the neck for me to have to unseal a comic every time I needed to look at it for a piece of information. -P.O'N.

Okay Wizard Dudes:
A total brain puzzling question, but first, what will you give me if you can't figure the question out? Maybe the latest issue of *Wizard*? I know what you're thinking, if you figure it out, what do you get? You get to know the answer! Does it sound fair to you? Good. Well here it is:
If Juggernaut (who's unstoppable) ran into Blob (who's unmovable) what would happen? There it was, oho and send the answer back.
Cesar E. Veliz
Corona, CA

Hmmm .... Good question. "What would happen if an irresistible force met an immovable object?" Pondered by scholars and scientists for decades, all have agreed upon "I DUNNO." But, we here at *Wizard* feel that the Juggernaut would kick the Blob's fat, greasey, burger eatin' butt from here to Gotham City.

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Dear Wizard:

This is written in regard to a letter by the "X-Crew" in Wizard #11. In the letter, they state that Crazy Nate, of Guardians of the Galaxy, is really a young version of Cable. Well, this faithful Guardians reader has something the crew obviously missed! On the letters page of *Guardians* #22, in the little orange box on top of the page, the Guardians staff states:

"...And speaking of X-Force: no, sorry, we threw you a red herring, Crazy Nate is not Cable!"

I hope I have cleared up this little mistake by the "X-Crew". *Wizard*: this is not the last you'll hear of me! Thank you.

Billy "Lord of all I survey" Henehan
Chestnut Ridge, NY

Dear Wizard:

1) If Superman and the Flash had a race, who would win?

2) If Gambit can charge up almost anything, could he charge up his own spit and hock a loogie at some villain?

3) Are you going to have a Superman cover before he dies in *Superman* #75?

4) Are we ever going to find out why Sabretooth thought that he was Wolverine's pop?

5) In question #4 of the CBIQ of issue #10, you say that Maverick's real name is David North, yet I have looked through every appearance of Mav's and his name is never stated. Are you sure?

Thanks for printing this (if you do) and until Wolverine falls down the stairs and breaks his leg, make mine *Wizard*!

Kevin Blumhardt
Fargo, ND

Ok, Let's go:
1) Flash whipped Supes' butt. Check out *Adventures of Superman* #463 for the full scoop.
2) I suppose.
3) Lets not get carried away. DC isn't about to actually kill off Superman. We just have to wait and see what DC's going to do in issue #75 by way of "killing him." (And no, we have no Superman cover planned right now. Sorry.)
4) Who knows, Sabretooth might actually be Wolverine's pop.
5) Check out issues #5 and #6 of *X-Men* again.

Dear Wizard:

I have a little problem with your X-Men vs. Avengers section in your issue #10 and the answer to Tommy Vu's letter in Magic Words. Where do you get the idea that Iron Man is the greatest? Let's see Tony and Piotr in a fight, Tony without his armor and Piotr in his normal form! I like your magazine, I think it's the greatest, but Piotr can hit a baseball into orbit with a twitch of his wrist, what can Tony do? Besides all good old Piotr would have to do to kick that little woosie in a tin can's butt is take his little kiddie guns and throw them so far even Iron Man couldn't track them with his little Spy Tech devices! Well that's about all, keep up the good work, and lets see a real hero on the cover (Colossus, HINT! HINT!).

Keegan Mykris
Cedar Rapids, IA

Well, to answer your letter, I got Doug "Mr. Iron Man to you, Pal!" Goldstein. Doug -

Sigh-okay. First of all, Piotr in his "normal", human form cannot hit a baseball into orbit with his wrist. He's only that strong when in armored form. Second of all, Tony Stark, a long time ago, realized that without his armor he's pretty defenseless, so he asked Captain America to train him in hand-to-hand combat and they had a big training in the Avenger's gym. Needless to say, he's an extremely above-average fighter, while that russkie has been trained to fight only in his armored form. Tony would wipe the floor with him. Remember class - just because your favorite guy is in a hot book doesn't mean he can beat up Galactus. 'Nuff said. - D.G.

Wizard:

First, I would like to give more accurate answers to David Conlin's questions in Wizard #11. He asked could Wolverine cut through his own bones? The answer is yes, because his claws are forged of pure adamantium and his bones have only been bonded with them, therefore they aren't as strong. Second: How does Cycops' ruby visor work? The first way is the more obvious—open his visor with his hand, but the way is not known to all but devoted Marvelites is that he has a button located in the palm of his hand when he's wearing his gloves which enable him to raise his visor.

Wayne L. Leone
Palm Bay, FL

Thanks for the info Wayne.

Dear Magic Words:

1) How come Batman, Robin, and all of their villains were not included in the DC cosmic cards?

2) Does DC have a reason for not giving Robin or Lobo their own series, just lots of mini-series?

3) When are we finally gonna find out if Cable is actually Nathan Summers?

4) Why is Rob Liefeld going to do three Image Comics instead of doing one or two Image Books and keeping up with X-Force?

See ya in the funny pages,

Joey Cannizzaro
Monroe, NY

OK Joe:
1) Topps, that big baseball card company, has an exclusive license to do Batman and his supporting cast in trading cards. They don't seem to use it very often though only when there's a movie out or whatever. What a shame.
2) I guess the mighty DC doesn't want to saturate the public with those two heavy hitters. Though that wouldn't explain why Batman now has four monthly titles.
3) During this summer's two-issue *Cable* limited-series is a good place to look.
4) Rob is at a point in his career where he wants to create more and have more control over the direction of his future, and his characters.

Dear Wizard Folks:

Hi! I'd like to say you guys are doing a pretty good job. *Wizard* #10 had a nice Liefeld interview, and a great Youngblood card. But, I have to protest against the Brat Pack. I know they're just kids, and what I'm about to say may be harsh.

Mike, Adam, and Phil you guys say that you don't have anything against DC or independent companies, but it sure sounds like you do. All I read about in your interviews was Marvel this and Marvel that. Give it a rest! Explore what the comics world has out there for you.

I have to admit that I collect the four X-titles and *Wolverine* from Marvel, but there's other comics that I collect too.

Take a look at *Sandman* (D.C.), *Hepcats* (Double Diamond Press), *Metropol* (Epic), and *Cerebus* (Aardvark-Vanaheim). These books

have good art, and great storytelling. I think that they beat the crap out of anything that Marvel puts out. I'm not talking about sales, I'm talking about quality. Oh yeah, by the way, *Cerebus* and *Hepcats* are black-and-white comics. Just as good as color, folks.

Mike, you say that independent comics have no history. Well, let me tell you, *Cerebus* is up to #157 and going strong. Keep them coming, Dave Sim. Phil, do you collect comics for the money, or for the love for them? Who cares if non-Marvel titles don't go up in value? Comics are meant to be read and enjoyed. I know I don't plan on selling mine.

As for Image, I hope those guys do really well. Marvel didn't make them hot artists, they made themselves hot artists. I'm sure that their writing skills will become more refined. Just give them time.

So, in closing, open your eyes guys. Marvel isn't everything. Power to the independents!

Joe Zuniga
New Berlin, WI

Dear Wizards:

You people are fools. I don't appreciate your false advertising (lies). In issue #9 of the *Wizard* you said that there was going to be a bound in poster of Cable and Shaft. Well, it wasn't there. Instead, you had the worst poster of "Spidey". It was so bad, the color even went out of the lines! Where did you get this thing. Half of the reason I buy *Wizard* is for its great posters. The other half of this issue didn't make up for that thing you call a poster. I suggest an apology to your readers, or at least me.

Mark Russo
Larchmont, NY

Someone got out of the wrong side of the bed this morning. Relax Mark, let me explain. The decision to switch the intended Shaft/Cable to the 30th Anniversary Spider-Man poster was a last minute deal. Marvel supplied us with the poster, and we thought it was pretty cool. I, on behalf of *Wizard*, apologize if this upset you and hope you enjoy the cover/posters in *Wizards* #11-13.

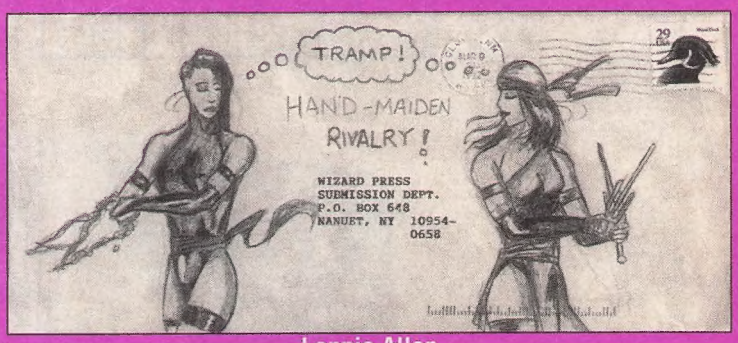
Ok, that about wraps it up. And remember:

1) Keep those "fabulous letter art" doohickeys comin'.

2) As an extra incentive to print your letter, send along a super hero trading card, but add you own word balloons to make 'em funny.

Fabulous LetterArt

Thanks for the terrific letter art. Every month our diehard fans with talent to burn adorn their praise (or complaints), sometimes, we think, just to get a little extra attention. Guess what. It works. Here's four for this month!



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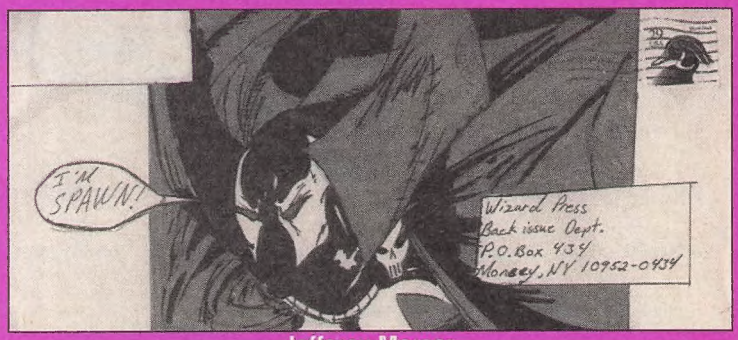

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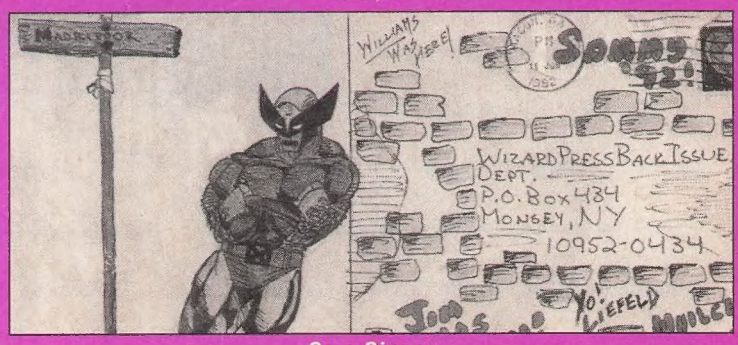

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